AVerMedia

Game Capture HD II

C285

English
Français
Deutsch
Italiano
Español
Português

User Manual

European Community Compliance Statement

Class B

This product is herewith confirmed to comply with the requirements set out in the Council Directives on the approximation of the laws of the Member States relating to Electromagnetic Compatibility Directive (EMC) 2004/108/EC, Low Voltage Directive (LVD) 2006/95/EC and Energy-related Products Directive (ErP) 2009/125/EC.

Responsible manufacturer:

AVerMedia Technologies, Inc.

No. 135, Jian 1st Rd.,Zhonghe Dist., New Taipei City 23585, Taiwan

TEL: +886-2-2226-3630

European Community contact:

AVerMedia Technologies Europe B.V.

Kwartsweg 50, 2665 NN, Bleiswijk, The Netherlands

Technical Support: http://www.avermedia.com/avertv/Support/

FCC Compliance Statement (United States)

FCC NOTICE

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Federal Communications Commission Statement

NOTE- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by tuning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient or relocate the receiving antenna.

Increase the separation between the equipment and receiver.

Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

Consult the dealer or an experienced radio/television technician for help.

CAUTION ON MODIFICATIONS

To comply with the limits for the Class B digital device, pursuant to Part 15 of the FCC Rules, this device must be installed in computer equipment certified to comply with the Class B limits. All cables used to connect the computer and peripherals must be shielded and grounded. Operation with non-certified computers or non-shielded cables may result in interference to radio or television reception.

Changes and modifications not expressly approved by the manufacturer or registrant of the equipment can void your authority to operate the equipment under Federal Communications Commission rules.

Responsible manufacturer:
AVerMedia Technologies, Inc.
No. 135, Jian 1st Rd.,Zhonghe Dist., New Taipei City 23585, Taiwan
TEL: +886-2-2226-3630

USA Office contact:
AVerMedia Technologies U.S.A.
47358 Fremont Blvd., Fremont, CA 94538
Technical Support: http://www.avermedia.com/avertv/Support/

WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT (WEEE)

The mark of Crossed-out wheeled bin indicates that this product must not be disposed of with your other household waste. Instead, you need to dispose of the waste equipment by handing it over to a designated collection point for the recycling of waste electrical and electronic equipment. For more information about where to drop off your waste equipment for recycling, please contact your household waste disposal service or the shop where you purchased the product.

Battery Safety Information

- Use of carbon-zinc battery for remote control is strongly recommended.
- Use of other types of batteries, such as alkaline or rechargeable (nickel-cadmium), may cause battery current overload or battery leakage and corrosion which can damage the remote control.
- Store the batteries in a cool dry place.
- Do not dispose of used batteries in domestic waste. Dispose of batteries at special collection points or return to point of sale if applies.
- Remove the batteries during long periods of non-use. Always remove exhausted batteries from the remote control. Battery leakage and corrosion can damage this remote control, dispose of batteries safely.
- Do not mix old and new batteries.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Do not dispose of batteries in a fire. The batteries may explode or leak.
- Never short circuit the battery terminals.

ICES-003 (Canada)

CES-003 Issue 5 Class B: C285

GOST-R Certification (Russia)

№ РОСС TW. АГ98.В06472
Срок действия с
АГ98 14.02.2013 г по 13.02.2015 г

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Picture shown may vary from actual product.

This product uses Arphic Font.
This software uses libraries from the Libav project under the LGPLv2.1.

International Headquarter Office

Address No.135, Jian 1st Rd., Zhonghe Dist., New Taipei City 23585, Taiwan (R.O.C.)
Website www.avermedia.com/
Tel +886-2-2226-3630

Specifications

Product Name	Capture Box
Model No.	C285
Power	
Input Rating	12V⎓1.5A
Power Consumption	< 7W (power consumption of hard drive not included)
Standby Power Consumption	< 0.5W (Without Pass Through)
Adapter Rating	Input: 100-240V~, 50-60Hz 0.5A Max. Output: 12V⎓1.5A
Dimension	
Size	190 mm(W) x33.5 mm (H)x 152.5 mm (D)
Weight	421 g
Environmental Condition	
Operating Temperature	0~40℃

System Requirements

- TV/monitor with component video (YPrPb) input
- TV/monitor with 720p or 1080p resolution (recommended)
- Game console/video device with component video (YPrPb) output
- NTFS-formatted hard drive with capacity greater than 500 GB is recommended
  (The supported maximum storage capacity of the hard drive is 2TB.)
- Hard drive is highly preferred over flash drive to minimize the risk of recording failure

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Thank you for purchasing the *Capture Box*. Please read this user manual carefully to ensure proper use of this product. We recommend you to keep it for future reference.

Introduction

The *Capture Box*, a stand-alone video capture box specially designed for TV gamers, allows you to capture HD content up to 1080p from various video game consoles, such as PlayStation®3, Xbox 360 and Wii U.

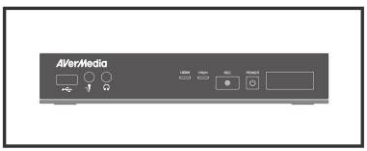
The *Capture Box* records HD gameplays directly to your hard disk drive (HDD) for later viewing and further editing, eschewing the hassle of setting up a PC nearby your TV set.

Most attractively, the one-press capture button allows you to instantly grab high score screen and record your exciting gameplay footage with nearly no effort. The Capture Box can record from either HDMI (without HDCP protection) or Component Video at up to 1080p.

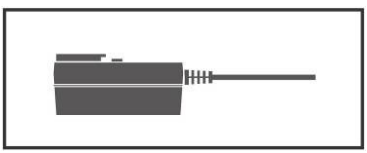
Other than that, the *Capture Box* can pair up with the dedicated app GameMate, which turns your smartphone into a second screen remote controller. You can view capture and uploading status on the screen of your smartphone.

Chapter 1 Package Contents

Please confirm that the package contains the following items. If any of the package contents are missing or damaged, please contact the distributor immediately.



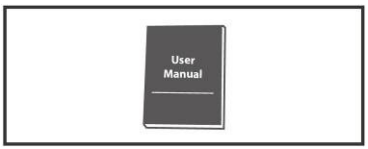
Game Capture HD II



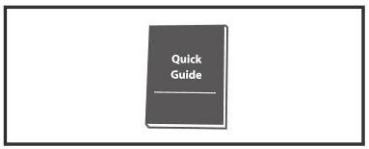
Power Adapter

Power Adapter Outlet Module

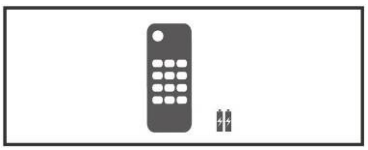
HDMI Cable



User Manual



Quick Guide

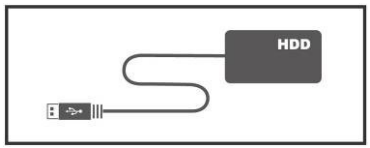
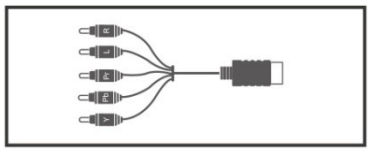
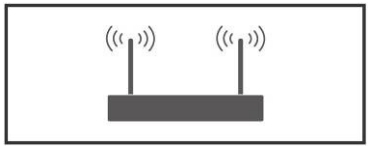
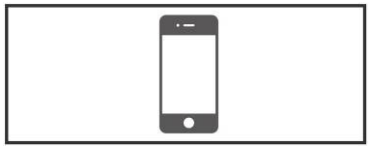
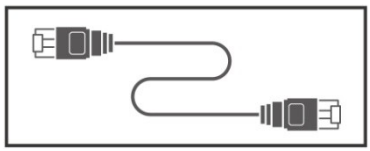


Remote Control (Batteries Included)

- The accessories that come with the package may slightly vary depending on different sales regions.
- The *Capture Box* is made for record and capture media materials that are legally owned or licensed by the user only. Any violation of copyrights or other intellectual property rights is not allowed.
- AVerMedia regularly releases the latest version of firmware for the *Capture Box*. Having the latest firmware enhances the functionality of the *Capture Box*. To download the latest firmware file, please go to /www.avermedia.com and then enter the model name in Product Search field. Firmware file is available on the product information page (See Chapter 6 for details).
- If problems are encountered, refer to FAQ section at www.avermedia.com for further troubleshooting.

1.1 Other Items You Need

In order to fully enjoy the recording, the capturing functions of the Capture Box and the dedicated iPhone application, you will need to have the following items prepared:

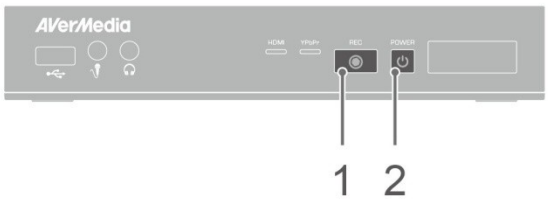
Item		You need the item to…
	Storage Device	Save recordings and snapshots.
	Play Station 3 AV Component Cable	Connect with PS3 console.
	Router (DHCP IP Network Recommended)	Pair up with GameMate.
	iPhone 4/ 5, 4s	Use GameMate.
	Headset / Microphone	Record live commentary.
	RJ45 Cable	To upload captured content

- Other than iPhone, 4, iPhone 4s, iPhone 5, GameMate also supports iPad and iPod touch.
- For further smartphone support, refer to www.avermedia.com for latest update.

Chapter 2 The Unit Parts

2.1 Front Panel

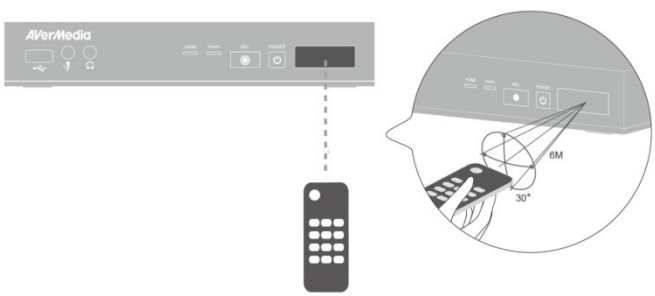
The button panel found on the front of the unit provides quick access to commonly used functions.



#	Buttons	Descriptions
1	REC	**Record** Press to start / stop recording. Hold down the button for 4 seconds to force shut down the Capture Box
2	POWER	**Power** Press to turn the unit on

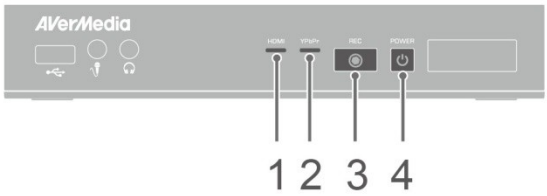
2.2 Infrared Sensor

When using the remote control, aim it at the infrared (IR) sensor located at the front panel of the unit. The remote control must be held at an angle within 30 degrees perpendicular to the IR sensor to function correctly. The distance between the remote control and the sensor should not exceed 6 meters (20 feet).



2.3 LED Indicator

The LED indicators on the front of the unit show the device's status.



1	HDMI source LED indicator	2	YPbPr source LED indicator
3	Record status LED indicator	4	Power status LED indicator

Condition	Source	Record	Power
Powered on			Glows solid green
Ready to record/snapshot	Solid green		Solid green
Recording	Solid green	Breathing	Solid green
Take a snapshot	Flashes red once	Flashes red once	Flashes red once
Unable to record/snapshot	Solid green		Flashes green continuously
No source			Flashes green continuously
Source is available	Glows solid green		
Power off in progress	Solid green		Flashes green continuously
Pass through ON When powering off	Solid orange		
Pause recording	Solid red	Solid red	Solid red
Record finish in progress	Solid green	Flashes red continuously	Solid green

Condition	Source	Record	Power
Storage space is low	Solid green	Glows at a slowly pace	Solid green
Device is not ready			Flashes green continuously
Problems like no storage/ no signal/ protected content			Flashes green continuously
Accepting a remote control command			Flashes green once

Press [F1] to obtain LED light indicator status.

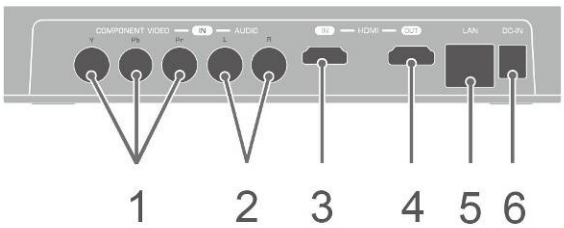
2.4 Connection Ports

2.4.1 Front View

1	USB slot	3	Headphone output
2	MIC input		

- USB slot is for external HDD storage device connection as well as for firmware upgrade via storage device.
- USB hub is not supported.
- There will be no function or reply when connecting the Capture Box to the computer via USB.

2.4.2 Rear View



1	Component video input	4	HDMI output
2	Audio L/R input	5	LAN port
3	HDMI input	6	DC-IN

Chapter 3 The Remote Control

The descriptions below show the deployment of the keys on the remote control.

#	Buttons	Descriptions
1		Press to turn the unit on / into stand-by mode.
2		Press to access the main menu. Press again to exit.
3		Press the navigation keys to move among options. Press **OK** to confirm a selection. Press **OK** to mark/ unmark segment in post- editing.
4		Press to play the latest recorded file or view the last captured image.
5		Press to start / stop recording.
6		Press to start playing the selected file. Press to play the file at normal (1x) speed when slow motion, rewind, or fast-forward is active.
7		Press to stop the playback. Press to stop the recording.
8		Press to rewind (2x, 4x, 8x, 16x, 32x).
9		Press to return to the previous page.
10		Press to display the video/snapshot quality adjustment screen. Press again to exit.
11		Press to safely remove external hard disk in Menu (Follow the on-screen instruction)
12		(Follow the on-screen instruction)
13		(Follow the on-screen instruction)
14		Press to switch between Component and HDMI sources.
15		Press to display the on-screen information, including mode, source and audio sources.
16		Press to exit the current page and return to the previous page.
17		Press to take a snapshot during gameplay or video playback.

18		Press to pause the playback. Press **OK** or ▶ to resume playback. Press to pause the recording.
19		Press to play the video in slow motion (1/2x). Press again to enter frame- by- frame mode (See Chapter 5 for details).
20		Press to fast-forward (2x, 4x, 8x, 16x, 32x).
21		Press to go to the next page.
22		Press to delete the selected files.
23		Press to display the disk information. Press again to hide it.

Chapter 4 Installation & First Time Setup

4.1 Supported Resolutions

The **Game Capture HD II** supports Component (YPbPr) and HDMI input resolution as follows:

HDMI / Component (YPbPr)
480i/576i
480p/576p
720p (50 & 60Hz)
1080i (50 & 60Hz)
1080p (50 & 60Hz)

The **Game Capture HD II** records the exact display resolution under most circumstances. Exceptions can only be found when the input resolution is set as 1080p:

Source Resolution	Display Resolution	Recorded Resolution
1080p (60fps)	1080i (60fps)	1080p (30fps)
1080p (50fps)	1080i (50fps)	1080p (25fps)

Estimated recording duration for different video quality settings:

HD 1080p

Video Quality / Storage Capacity	Optimal (20 Mbps)	Good (18 Mbps)	Maximum Recording Length (15 Mbps)
1TB	100 hrs	110 hrs	125 hrs
2TB	200 hrs	220hrs	250hrs

HD 720P

Video Quality / Storage Capacity	Optimal (20 Mbps)	Good (15 Mbps)	Maximum Recording Length (10 Mbps)
1TB	100 hrs	125hrs	200 hrs
2TB	200 hrs	250 hrs	400hrs

HD 1080i

Video Quality / Storage Capacity	Optimal (15 Mbps)	Good (12 Mbps)	Maximum Recording Length (10 Mbps)
1TB	125 hrs	150 hrs	200 hrs
2TB	250 hrs	300 hrs	400 hrs

SD 480i(576i)/480P(576P)

Video Quality / Storage Capacity	Optimal (7.5 Mbps)	Good (5 Mbps)	Maximum Recording Length (3 Mbps)
1TB	250 hrs	400 hrs	650 hrs
2TB	500 hrs	800 hrs	1300 hrs

*Recording with higher video quality takes up more disk space.

4.2 Hardware Installation

Please follow the steps below to properly connect the *Capture Box* and your TV/ video game consoles.

- If you would like to install internal hard drive, install it before turning on the *Capture Box*.
- Make sure that the cables are firmly connected and that neither of the cables is loose. If any of the cables are loose or disconnected, there may be a loss of signal or screen color problems.

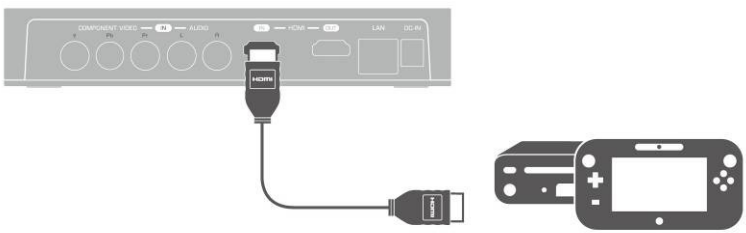
Step 1
Check the Connection of Your Game Consoles and TV

Make sure all cables connecting the Capture Box to your game consoles and TV are well-connected. Doing so will save you a lot of time from locating problems later. First, please check the connection of your game consoles. Second, make sure that the connection to TV is good.

Step 2

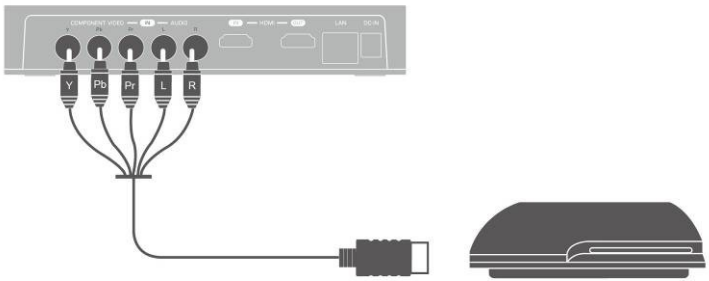
Connect the Device to Your Wii U / Xbox 360 Using HDMI Cable

Connect one end of the HDMI cable to the HDMI IN port on the rear of the device and the other end to the HDMI OUT port on your Xbox 360/ Wii U.



Connect the Device to Your PlayStation 3 / Wii Using Component AV Cable

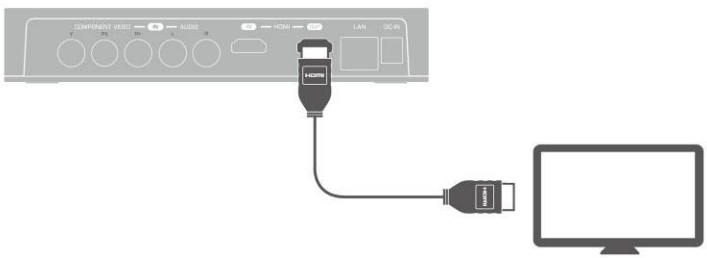
Plug the green, blue, red connectors into the COMPONENT VIDEO IN port and white and red connectors into the AUDIO IN port on the rear of the device. Then, plug the other end to your game console.



- "PlayStation 3 Component AV Cable" and Wii Component Cable is NOT Included. Please purchase separately if needed.

Step 3
Connecting the Device to Your TV Using HDMI Cable

Connect one end of the HDMI cable to the **HDMI OUT** port on the rear of the device and the other end to the **HDMI IN** port on your TV.

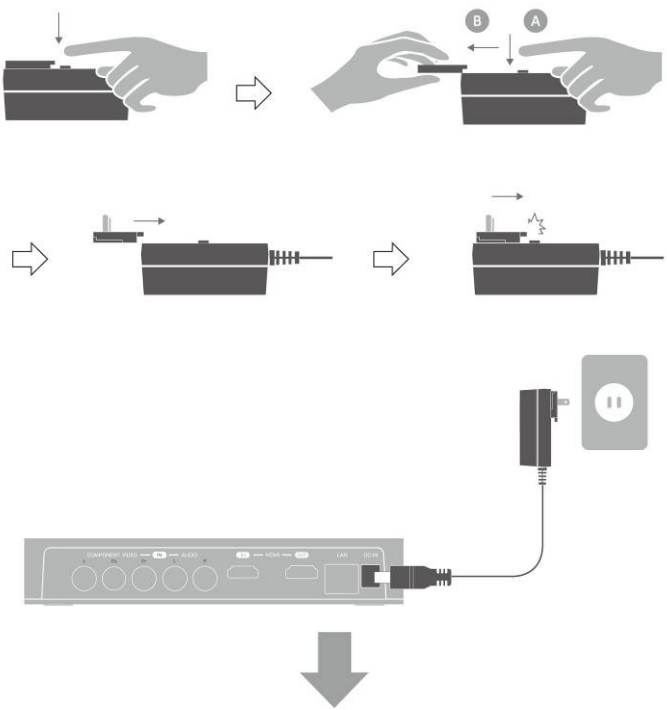


Step 4
Power on Your Game Console

Turn on your game console.

Step 5
Install and Connecting the Power Adapter

Slide the Power Adapter Outlet Module into the groove on the Power Adapter. Connect the Power Adapter connector to the **DC-IN** port on the rear of the device. Then plug the power adapter to a wall outlet.



Step 6

Connecting to the Network

To automatically obtain time and other information, you need to connect the Capture Box to an Ethernet LAN. Make sure the LAN wire is well-connected before you continue to the next step. Meanwhile, a router which supports DHCP IP network is recommended for you to pair up the Game Capture HD II with your iPhone.

- It is recommended that you connect the *Capture Box* before running first time setup.

Step 7

Plug in USB Hard Drive/ HDD

Connect your portable USB hard drive or hard disk drive (HDD) to the USB port on the front of the *Capture Box*. Please make sure you use an NTFS format USB hard drive or hard disk drive (HDD). Under the condition that no hard drive is connected to the device, the power light will continue to flash. Therefore, it is advised that you plug in USB hard drive or hard disk drive (HDD). Please see Chapter 4.3.2 for further details about installing an internal hard drive.

Step 8

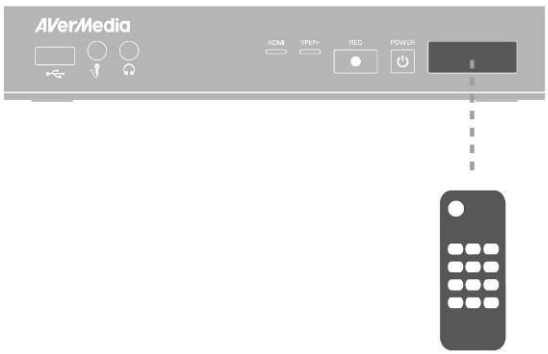
Power on the Capture Box

Press the power button on the front panel of the device.

Or

Use the power button on the remote control.

The POWER LED indicator lights up green, when that the device is power-on.



- It is important that you power on/ off the Capture Box following suggested procedure. Fail to do so may lead to damage of the Capture Box or data loss

Step 9
Check Video on TV screen

Make sure that there is game console video content displayed on TV screen.

If your TV is not displaying video properly, please check the followings:

- Supported resolutions vary depending on the TV in use. For details, please refer to the documentation that comes with your TV.
- Power off Capture Box and then make sure that the device is connected properly and with the proper cables.
- If there is still no video signal on TV, refer to FAQ section at www.avermedia.com for further troubleshooting.

Connecting the Device to Your Microphone and Headset

Plug in the microphone connector into the MIC Input port on the front panel of the device. Same as microphone, plug in the headset connectors into the headphone and microphone ports on the front panel of the device. This procedure is only needed when you intend to add commentary to your gameplay video. Please refer to Chapter 6 for details.

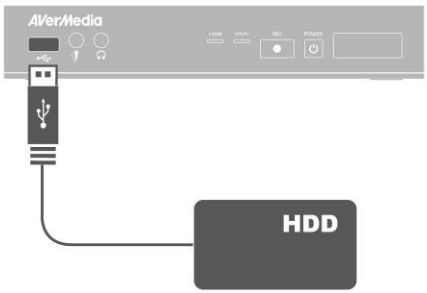
- When headphone is connected to the *Capture Box*, the gameplay will be muted as sound will come out from the headphone.
- Hereafter a headset refers to the device you use to record while headphone refers to the headphone port on the front panel of the *Capture Box*.

4.3 Storage Device Installation

The *Capture Box* supports 2.5 inch internal hard drive and external USB storage device. You can save the recorded files and snapshots either to the internal HDD or external one.

4.3.1 USB Storage Device Insertion

Connect your portable USB hard drive to the USB port on the front of the *Capture Box*



- It is highly recommended to use a NTFS format hard drive instead of a flash drive to minimize the risk of recording failure.
- To avoid any possible data loss, go to main menu and press **[F1]** of your remote control to safely remove the external storage disk before unplugging it from the *Capture Box*.

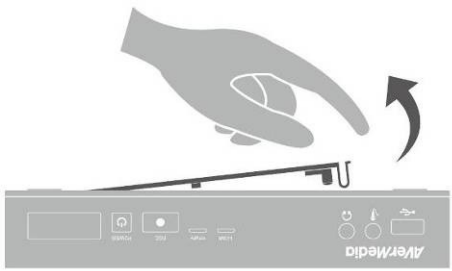
4.3.2 HDD Installation and Removal

- It is highly recommended to use a new unformatted hard drive or a hard drive formatted as NTFS file system. The maximum supported storage capacity of the hard drive is 2TB.
- Before installing or removing the internal HDD, please disconnect the power supply from the *Capture Box* to avoid data loss.
- Removing internal HDD immediately after powering-off may cause personal injury due to heat. Please wait until the HDD cools down completely (it takes approximately 10 minutes) before any attempt to remove it.

To install the internal HDD:

Step 1
Remove the HDD Lid

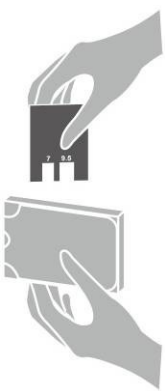
Open the HDD lid on the bottom of the **Capture Box**.



Step 2
Before Installing Internal HDD

Use the measuring card to measure the height of your HDD (7mm or 9.5mm).

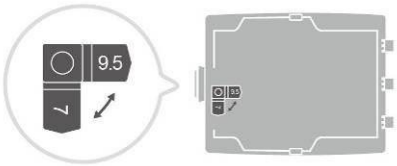
- Please refer to the *Appendix C* for the measuring card.



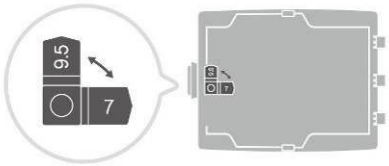
Adjust the rotary knob attached to the inner side of the lid to fit the height of your HDD.

The default position of the rotary knob fits HDD with 9.5mm height. If you use HDD with 7mm/ 9.5mm height, rotate the rotary knob to the other direction.

Using a 9.5mm HDD:

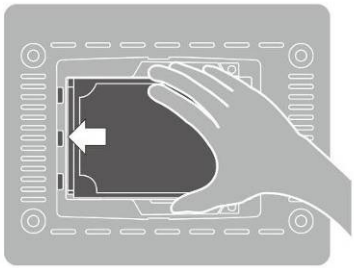


Using a 7mm HDD:

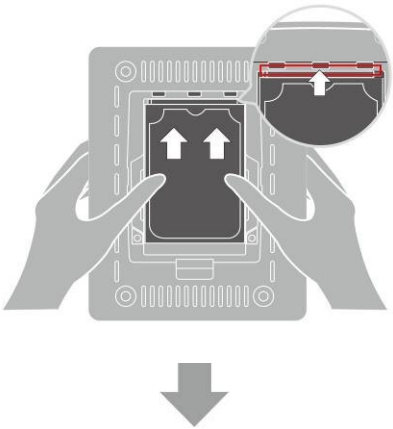


Step 3
Inserting the HDD

Place the HDD on the slot with the sticker-side facing up and the HDD connector end facing to the left.

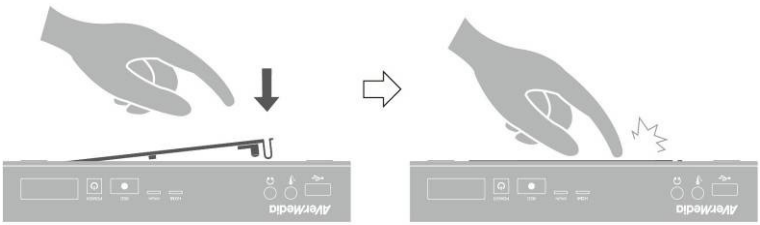


Align and insert the HDD connectors all the way into the SATA connector. Push in firmly to secure them.



Step 4
Replace the HDD Lid

Place the HDD lid back and snap it into place.



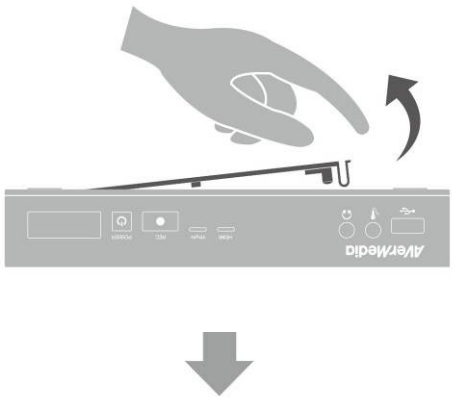
<u>To remove the internal HDD</u>:

Step 1
Remove the HDD Lid

> Please wait until the HDD cools down completely (it takes approximately 10 minutes) before any attempt to remove it.

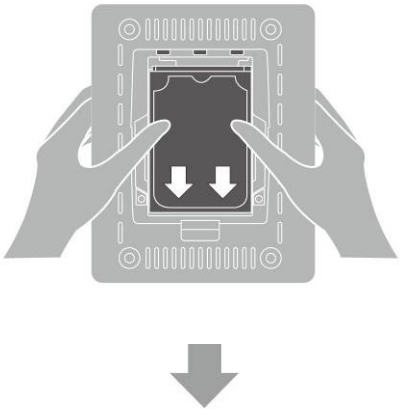
Use your fingertip to flip open the HDD lid, located on the bottom of the *Capture Box*.

Lift off the lid and set it aside.



Step 2
Removing the HDD

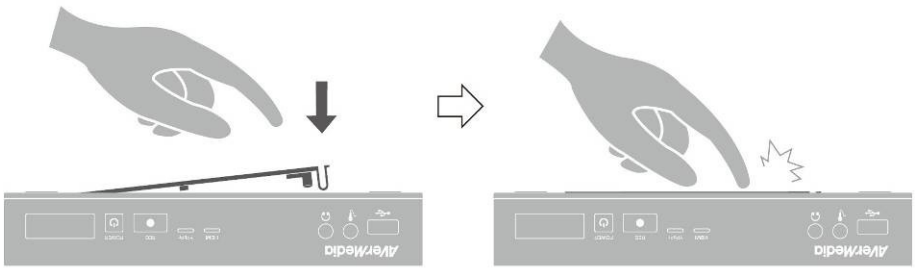
Pull the HDD out in the direction of the arrow. Then lift the HDD out of the slot.



Step 3

Replacing the HDD Lid

Place the HDD lid back and snap it into place.



- It is typical that after a hard drive is formatted, the actual disk space of the drive would be slightly less than its unformatted capacity.

4.4 Setup Wizard

When the first time you power on the *Capture Box* unit, the setup wizard appears. The following steps guide you through the initial configuration process.

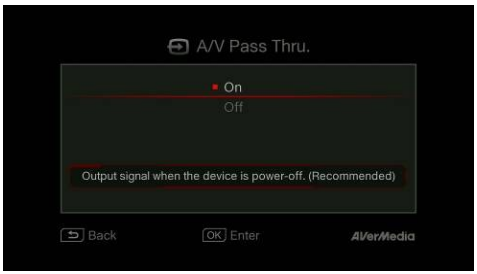
- Make sure to install a hard drive (internal or external) and to connect to the internet beforehand.
- For the first-time initialization, a short duration of black screen (approximately 20 seconds) is followed by AVerMedia logo. The blinking green status light indicates that the **Game Capture HD II** is starting up. Please wait until the welcome screen appears.

Step 1
Setting up Language

When the welcome page appears, use ▲/▼ to select your preferred language. Press **OK** to confirm.

Step 2
A/V Pass Thru.

It is suggested that A/V Pass Through to be turned **ON.**



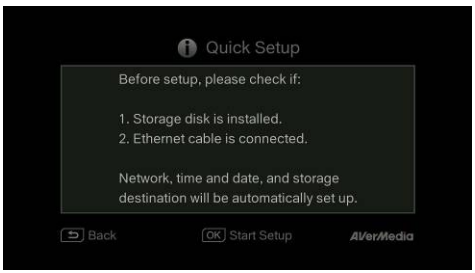
Step 3 (1)
Reminder

Make sure a NTFS-formatted hard drive is connected or installed to the device. (For details, see Chapter 4.2)

Check the connection of network.

Press **OK** to start setup.

A router which supports DHCP IP network is recommended. Also, refer to Ch. 6.2 for Manual connection setup.

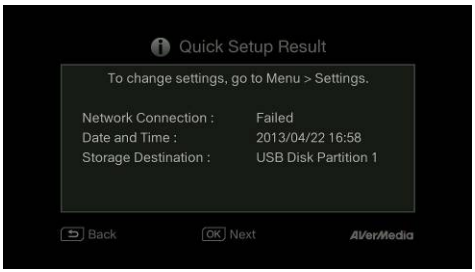

Quick Setup
Before setup, please check if:
1. Storage disk is installed.
2. Ethernet cable is connected.
Network, time and date, and storage destination will be automatically set up.
Back
OK Start Setup
AVerMedia

Step 3 (2)
Network Connection Failure

If you have not connected to a valid network, a short result of failed network connection will be shown.

Press **OK** to continue.

Press BACK to go back to the previous page.


Quick Setup Result
To change settings, go to Menu > Settings.
Network Connection : Failed
Date and Time : 2013/04/22 16:58
Storage Destination : USB Disk Partition 1
Back
OK Next
AVerMedia

Step 4 (1)
No Hard Drive Detected

If you have not yet installed any storage device, install it before continuing the setup process.

Then press BACK to go to the previous screen and press **OK** to run disk checking process.

Settings Unfinished
Unable to use Recording and Snapshot functions.
Go to "Menu > Settings" to set storage destination later.
Back
OK Start using
AVerMedia

Step 4 (2)
Finishing Setup Wizard

Once a NTFS-formatted hard drive is connected, a Settings Complete notice will be shown.

You can start to record and take snapshot right away. Press **OK** to exit the wizard and start using **Capture Box**. The game screen then appears.

- Unplug the *Capture Box* from the power supply before installing an internal HDD.
- Sometimes the connection test in Wizard will appear to be failed even though you have connected the RJ45 cable to the Capture Box. Go to Menu> Network> Network Settings> Manually Setup to set the network manually.

4.5 Video Output Settings for Game Consoles

The *Capture Box* supports YPbPr / HDMI input resolution up to 1080p.

4.5.1 Video Output Settings for PlayStation 3

Step 1

Power on your PlayStation 3 console.

On your console, go to **Settings > Display Settings > Video Output Settings**.

Step 2

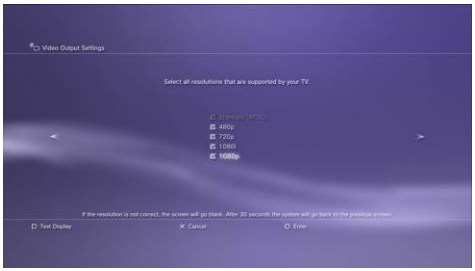
Select **Component/D-terminal** and confirm the selection. Then your TV screen goes blank immediately.

Now use your TV remote to switch the TV input source to **Component (YPbPr)**. The screen then comes back on again.

Step 3

Check ALL the resolutions.

Confirm the setting.



Step 4

Select **Set Audio Output Settings**.

Select **Audio Input Connector/SCART/ AV MULTI** as audio output.

Confirm the setting.

4.5.2 Video Output Settings for Xbox 360

- Before resetting video output for XBox 360, make sure to properly connect the *Capture Box* with your Xbox 360.
- Make sure to power off both the *Capture Box* and your Xbox beforehand.
- Supported resolutions vary depending on the TV in use. For details, please refer to the documentation that comes with your TV.

Power on your Xbox console.

On your console, go to **My Xbox** on the dashboard and scroll all the way to the right to **System Settings**.

Then select **Console Settings > Display > HDTV Settings**.

- Please set the audio output of all game consoles as auto.
- Although the Capture Box do not support DOLBY 5.1 and 24p resolution video/ audio format, you can still pass through these format while the Capture Box is off.

Chapter 5 Basic Operation

This chapter guides you to record gameplay, capture images, add voice commentary to videos, and instantly play files.

- All the recorded files or snapshots will be saved to the default hard drive destination automatically. Please see Chapter 6 for details.

5.1 Record and Capture

The Capture Box lets you record, capture and adds voice commentary to the videos. Instructions are given as follows.

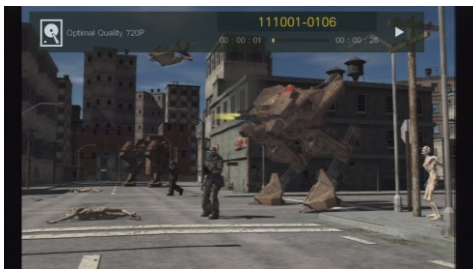
The *Capture Box* displays gameplay in real-time and standard mode. You can change the default real-time mode to standard mode. Go to Menu> Settings> Display Mode. (Refer to Chapter 6.2 for details.)

OSD Menu	Descriptions
	Instant Recording During Gameplay Press to activate instant recording. Press again or STOP to stop recording.
	Pause and resume recording You can skip unwanted footages and resume recording. Only the footages you recorded will be saved and those skipped clips will be deleted automatically. Press II to pause recording. Press II or to continue recording.

Quick Snapshot During Gameplay

Press to capture current image.

Long Press to activate continuous capture mode. The Capture Box will take 5 snapshots at one time.



Instant Playback

Press RECALL to play the latest recorded file or view the last captured image.

Press STOP to stop the playback.

Press ► to skip forward 30 seconds.

Press ◄ to skip backward 10 seconds.

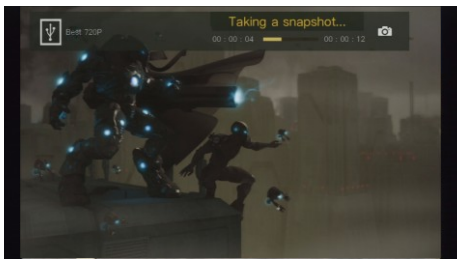


Image Capture During Video Playback

Way 1:

Press to capture current image.

Way 2:

Step 1:

Press SLOW to play the video in slow motion (1/2x). Press SLOW again to view the video frame by frame.

or

Press to pause the playback. Press TRACE to go to previous frame; press TRACE to go to next frame.

Step 2:

Press to capture your desired image.

Disk Information

Press DISCINFO then press **OK** to display the disk information. Press again to hide it.

5.2 Adding Commentary

This section shows you how voice commentary is added to your video recording.

Requirements for headset/microphone:

Headset
Connector: 3.5mm jack

Microphone
Frequency Response : 20-16kHz
Impedance: 2.0 KΩ
Working Voltage: 3V
Connector: 3.5mm jack

OSD Menu	Descriptions

Microphone On
1. Mix game sound and commentary.
2. Auto switch to the real-time display mode.
3. Remove the mic to turn it off.
OK 音量調整
F1 Usage Scenarios
AVerMedia

Microphone On

An OSD will be shown if you connected microphone/ to the Capture Box. Your commentary will only be recorded when you press ●.

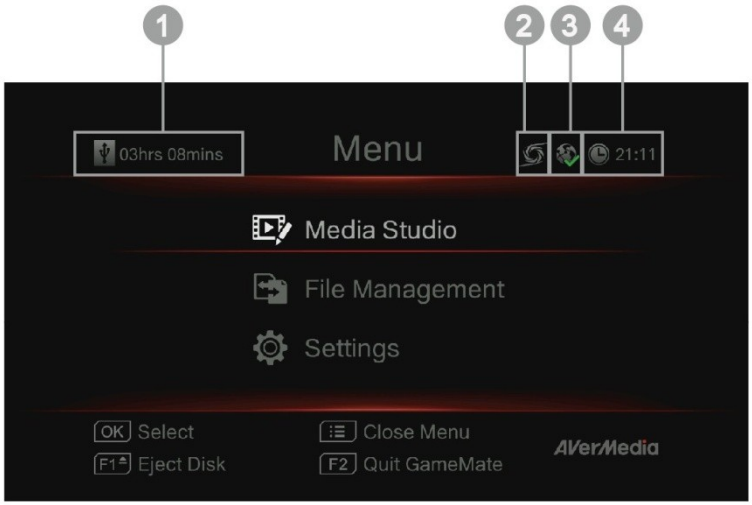
Press ● to record your gameplay with commentary.

Press ● or STOP ■ to stop recording.

- If headset or microphone is plugged in during the Wizard Setup, the sound can only be heard from your headphone and instructions on voice commentary will not be displayed. Therefore, plug in headset or microphone after you complete Wizard setup so as to follow the headphone/ microphone instructions.
- All commentary added will be mixed with the gameplay sound. Also, as long as the headphone is connected to the device, all your commentary and background sound will be recorded. Therefore, remember to stop recording and remove the headphone when no commentary is needed.
- If the microphone is disconnected/ connected to the *Capture Box* during recording, the sound will also be recorded. To make sure the Please avoid plugging off the microphone during recording process.
- The volume you hear in the commentary test may be slightly different from the actual recording. It is recommended that you run an mock test beforehand to be familiar with the recorded volume.
- It is normal to hear your own voice when recording with HDMI input source.
- No OSD will be shown when you connect only the headphone to the Capture Box.

Chapter 6 OSD Menu

Under the menu, you can check and manage both your recorded files and snapshots, and customize your preferences.



1	Remaining Time for Recording	3	Network Connection
2	Connecting to GameMate	4	Current Time

OSD Menu

Descriptions

Basic Operation

Press MENU to bring up the menu.

Press MENU or BACK to return to the game screen.

Use ▲/▼ to make selection on the menu and **OK** to enter a submenu.

In the submenu, use ▲/▼ to make selection and **OK** to confirm. Press BACK to return to the previous page.

	Press **F1** to safely remove the storage device..
	*The upper left corner shows your current default storage device and available remaining recording

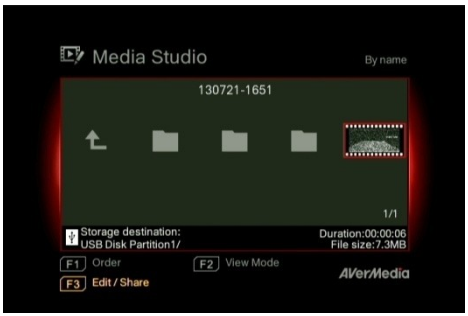
6.1 Media Studio

You can check both recordings and snapshots captured by the *Capture Box* in “Media Studio”.

Capture Format:

Video	MP4 (Codec: H.264 format with AAC audio)
Image	JPEG

- It is recommended that you view only videos and snapshots that are recorded by the *Capture Box*. Attempt to open files taken by other equipment (such as a camera) on the *Capture Box* is very likely to fail.

OSD Menu	Descriptions
	**Navigating** Use the navigation keys ◄/►/▲/▼ to select among items. Press **F1** to sort the files by file name, file size, or file format. Press **F2** to switch between list mode and thumbnail mode. Press **F3** to rename, edit, share the highlighted file. Press PAGE+ to go to the next page. Press PAGE- return to the previous page. Press MENU to directly access the main menu.

Video Playback

Press ▶ or **OK** to start playing the selected video.

Press ⏸ or **OK** to pause the playback. Press ▶ or **OK** to resume playback.

Press SLOW to play the video in slow motion (1/2x).

Press REW to rewind at 2x, 4x, 8x, 16x, 32x speed.

Press FF to fast forward at 2x, 4x, 8x, 16x, 32x speed.

Press ▶ to play the file at normal (1x) speed when slow motion, rewind, or fast-forward is active.

Press STOP to stop the playback.

Press INFO to display the playback information, including storage disk, recording resolution, duration, elapsed and remaining time, and file name.

* Only video files captured by the *Capture Box* are supported.

Snapshots Viewing

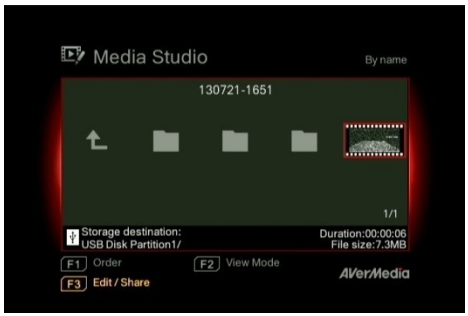
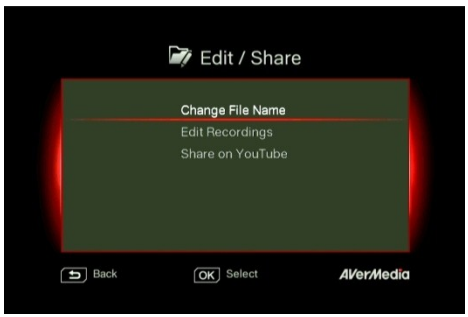
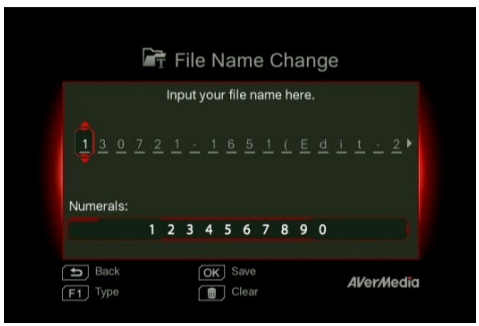
Press ▶ or **OK** to view the selected image.

Press STOP or BACK to return.

* Only image files captured by the *Capture Box* are supported.

6.1.1 Post- Edit Capture Box Recorded Videos

This section shows you how to cut, recombine and share videos on YouTube recorded by the *Capture Box*.

OSD Menu	Descriptions
	**Select a Video** Select the file you would like to edit by using the navigation keys ◄/►/▲/▼.
	**Edit/ Share** Press **F3** to edit or share the selected video.
	**Change File Name** Input your file name by using the navigation keys ▲/▼ to select characters, numerals or symbols. Use the navigations keys ◄/► to go to the next/ last character. Press **F1** to switch between characters, numerals and symbols. Press BACK to go back to cancel the change you made. Press **OK** to save the edited file name. Press DELETE to clear all.

How to Edit

An instruction on how to edit a video will be displayed, press **OK** to start editing.

Edit Mode

You can cut and recombine your selected video in Edit Mode.

To cut the video, you will need to create one or more segments within the video.

Step 1:

To locate a scene, use direction keys or ▶ to search the scene.

You can also use navigation keys ▲/▼ to search scene by specific hour, minute, and second on the left hand side of the screen.

Press **OK** to mark or unmark the scene.

Step 2:

Repeat **Step 1** so as to create a segment.

Press **OK** to keep or delete the segment.

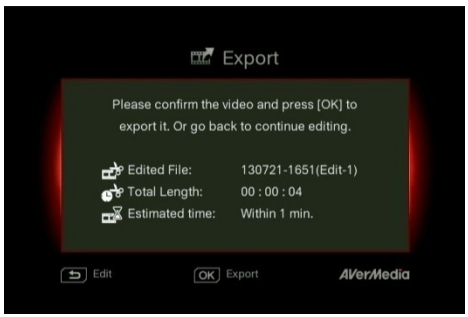
Press **F1** to switch between **Search Scene** and **Segment** search.

Press **F2** to clear all marks you made on the video.

Press **F3** to export the video.

Preview

The *Capture Box* automatically recombines the segments you choose to keep during editing.


Export
Please confirm the video and press [OK] to export it. Or go back to continue editing.
Edited File: 130721-1651(Edit-1)
Total Length: 00 : 00 : 04
Estimated time: Within 1 min.
Edit
OK Export
AVerMedia

Export

The estimated time varies by different storage disks. Refer export time to the actual use of your storage disk.

Press **OK** to export the video.

Press BACK to continue editing.

OSD Menu

Descriptions

Exporting…

The bar in the middle shows the progress of video exporting and estimated time.

Click on to cancel exporting.

Click on F1 to hide the exporting information.

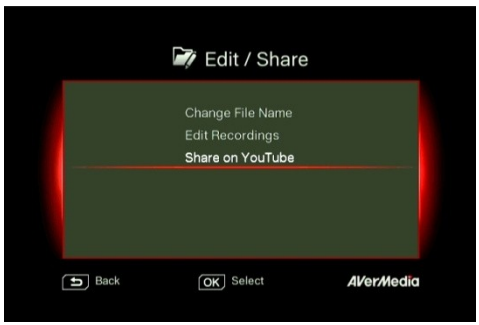
Exit

Press **OK** to exit from the editing mode.

Press BACK to exit

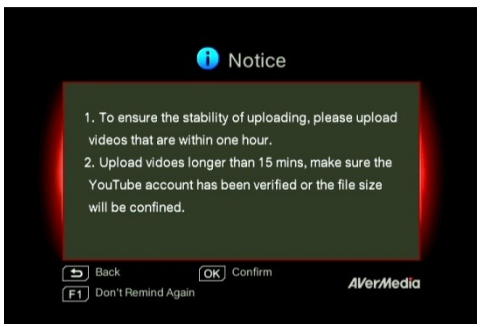
Press F1 to continue editing.

OSD Menu	Descriptions



Share Videos on YouTube

Use ▲/▼ to select the task you would like to undergo. Select 'Share on YouTube' to share your videos.


Notice
1. To ensure the stability of uploading, please upload videos that are within one hour.
2. Upload vidoes longer than 15 mins, make sure the YouTube account has been verified or the file size will be confined.
Back
OK Confirm
F1 Don't Remind Again
AVerMedia

Share On YouTube

Before you share your recorded videos on YouTube, make sure you:

1. Built a YouTube account and also a personal channel.
2. Have your PC/ NB next to you if you activate two- step verification of your YouTube account.

To ensure the stability of uploading, upload videos that are within one hour.

Make sure the YouTube account is verified to upload videos that are longer than 15 minutes.

Press BACK to continue editing.

Press **OK** to continue uploading.

Press F1 to skip this reminder afterwards.

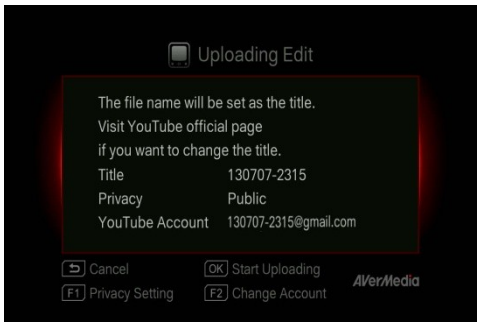
Account Setup

Use ▲/▼ to select the task you would like to undergo.

Press BACK to go back to last level.

Press **OK** to edit your email or password.

Press **F1** to save the change you made.



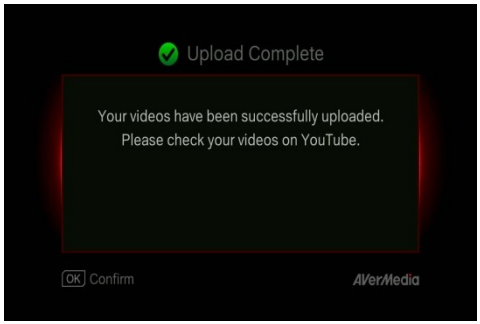
Edit Before Uploading

Press o return to the last page.

Press **OK** to start uploading.

Press **F1** to set the privacy.

Press **F2** to change account.



Uploading Complete

You have successfully upload the video.

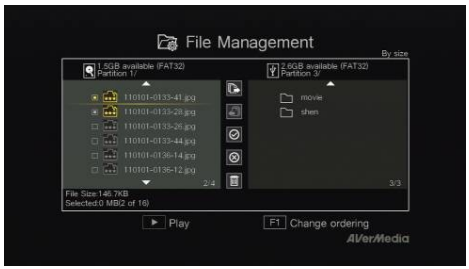
You can edit your video title on YouTube.

Press **OK** to confirm.

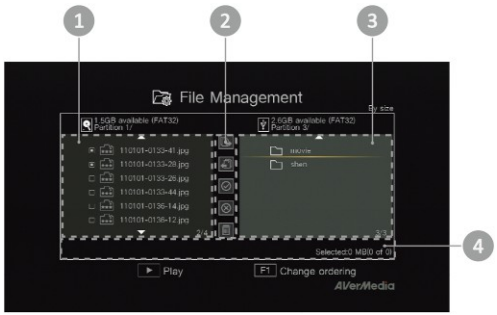
- The recommended length of each video should be less than 1 hour.
- The *Capture Box* is made for record and capture media materials that are legally owned or licensed by the user only. Uploading videos that are protected by copyright and other laws is not allowed. YouTube may shut down the account for copyright protection reason.
- YouTube account verification is required when you upload video that are longer than 15 minutes. Refer to YouTube website for further details.
- Occasionally, it takes two to three days for your videos to be shown on YouTube. Please wait for a few days if you did not see the uploaded videos online.

6.2 File Management

"File Management" lets you manage videos and snapshots captured by the *Capture Box*. You can copy files between internal hard drive and external USB storage device, and delete unwanted files. Before entering this submenu, insert your storage device first (USB 2.0/ 3.0 storage device / 2.5" HDD in NTFS format).

OSD Menu	Descriptions
	**Select Partition** Use the navigation keys ◄/►/▲/▼ to select the partition. Press ▶ to playback the video. Press **F1** to change the file sorting rule.

File Management User Interface:

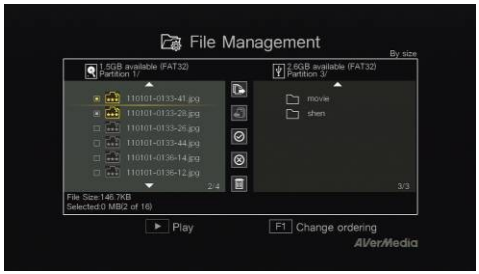


1	A list displaying files located on the **internal hard disk**
2	A set of editing tools
3	A list displaying files located on the **USB disk**
4	Information display area

Descriptions on Editing Tools:

#	Buttons	Descriptions
1		Copy files to USB disk
2		Copy files to internal hard disk
3		Select all
4		Deselect all
5		Delete

OSD Menu	Descriptions



Copying Files from Internal HDD to USB Disk

Step 1:

On the left-side list, use ▲/▼ to highlight the file that you want to copy to USB disk. Press **OK** to select / unselect an item.

Select and press **OK** to select all files.

Select and press **OK** to deselect all files.

Step 2:

Select and press **OK** to copy selected file(s) to USB disk.

Press BACK to cancel copying the files in a progress.

Step 3:

Press **OK**.

Copying Files from USB Disk to Internal HDD works in the opposite way as above mentioned.

*If the file is comparably large, press F1 to hide the copying or deleting status.

Deleting Files

Step 1:

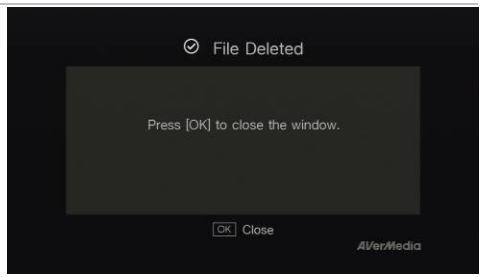
Use ▲/▼ to highlight the file(s) that you want to delete. Press **OK** to select/unselect an item.

Select and press **OK** to select all files.

Select and press **OK** to deselect all files.

Step 2:

Select and press **OK** to remove the file from the list.



or

Press on the remote and then press **OK** to remove the file from the list.

Press BACK to cancel deleting the files in a progress.

Step 3:

Press **OK**.

USB Storage Device Removal

In order to avoid data loss, it is highly recommended to safely remove your external storage device. Please follow the steps below:

Step 1:

Press DISK INFO on the remote control.

Step 2:

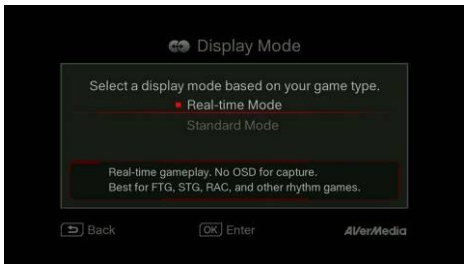
Press **F2** to remove it.

6.3 Settings

You can customize your preferences in “Settings”.

OSD Menu	Descriptions
	Basic Operation Use ▲/▼ to select a preferred category. Press **OK** to make a selection. Press BACK to return to the previous page. Press MENU to directly access the main menu. Press **F1** to safely remove the storage device.

OSD Menu	Descriptions
	Language Use ▲/▼ to select your preferred language. Press **OK** to confirm.

OSD Menu	Descriptions
	**Display Mode** The default mode is set as real-time mode. Use ▲/▼ to switch between real-time and standard mode.

Real-Time Mode

Real-time mode lets you play games with zero delay. And it is best for FTG, STG, RAC, and other rhythm games. No recording or snapshot status will be shown on screen. All capture work will run in the background.

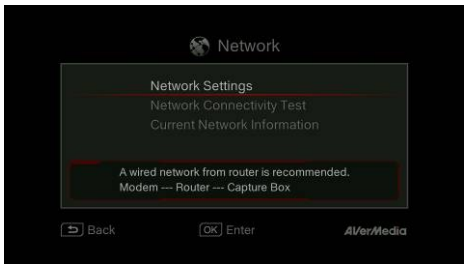
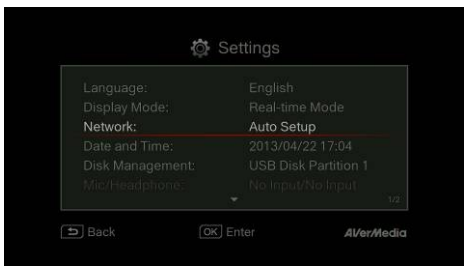
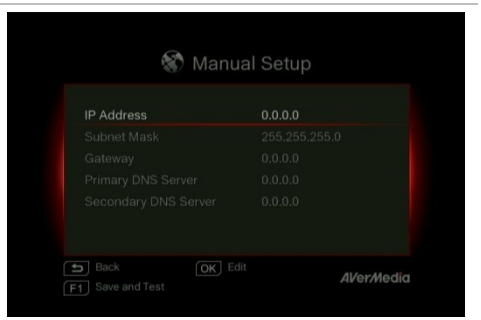
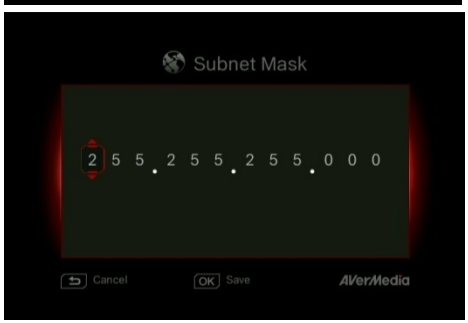
However, if any problem occurs during the capturing process, OSD will automatically jumps out.

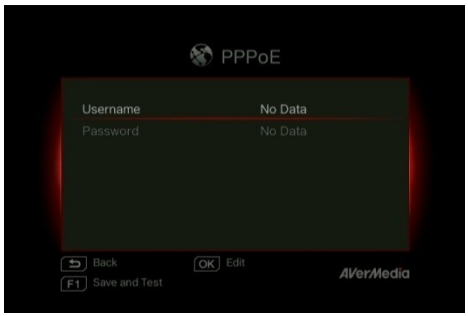
Press MENU to check OSD and track capture status.

Standard Mode

In standard mode, on-going recordings will be shown in the upper right corner of the screen. As there will be slight delay in game, standard mode is recommended for ACT, RPG, and SLG games.

- Black screen may occur when calling for Menu in real-time mode. And the pause varies by TV type.

OSD Menu	Descriptions
	**Network Settings** Use ▲/▼ to move among options. Press **OK** to confirm. Before setup, please make sure the Ethernet cable is well connected.
	Auto Setup (Recommended) : It is recommended to use Auto Setup to automatically obtain IP and DNS addresses.
	Manual Setup : Use Manual Setup to manually configure IP and DNS addresses. STEP 1: Use ▲/▼ to select an item for configuration. Press **OK** to confirm. STEP 2: Use ◄/► to move among options and ▲/▼ to select a number. Press **OK** to confirm. Press **OK** to save the setting. Press BACK to cancel and return to the previous page. STEP 3: Press **F1** to save the settings and test the network connectivity.
	



PPPoE :

Use username and password provided by ISP for connection.

STEP 1:

Use ▲/▼ to select an item for configuration. Press **OK** to confirm.

STEP 2:

Use ◄/► to move among options and ▲/▼ to select a character.

Press **F1** to switch among capital letters, lower cases, numbers, or signs.

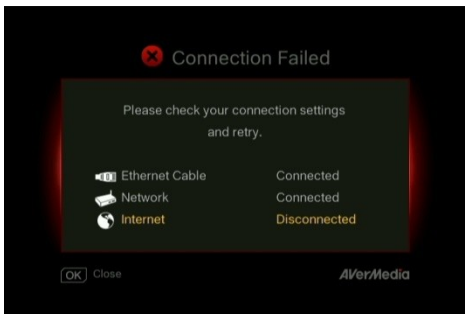
Press **OK** to save the setting.

Press BACK to cancel and return to the previous page.

Press to delete selected characters and the character to the right.

STEP 3:

Press **F1** to save the settings and test the network connectivity.

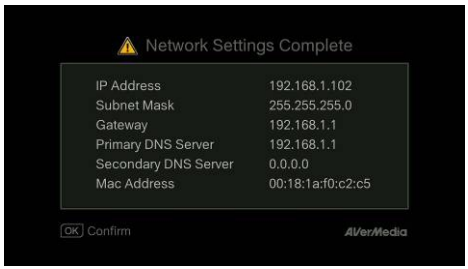


Network Connectivity Test

Select to test your network connectivity.

Please check the result and fix the problem indicated.

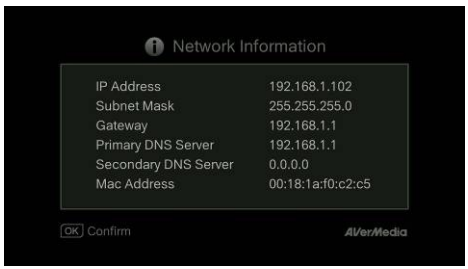
Press **OK** to confirm.



Network Connectivity Test

Once network setting is completed, a list of connection details will be displayed.

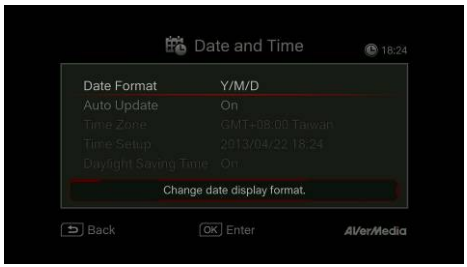
Press **OK** to confirm.



Current Network Information

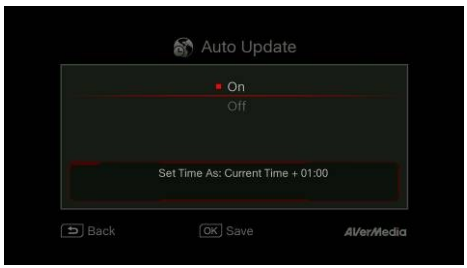
This page displays the current status of your network connection.

- If network is temporarily inaccessible, manually set up the time zone settings so that the videos and snapshots is named correctly.

OSD Menu	Descriptions
	**Date and Time** Use ▲/▼ to select an item for configuration. Press **OK** to confirm.

Date Format :

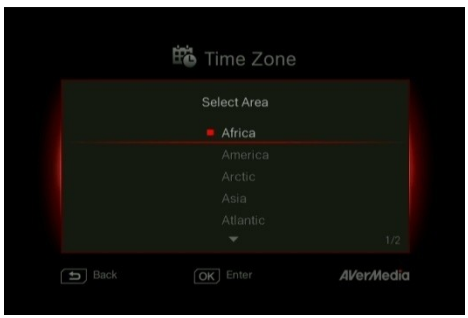
Use ▲/▼ to select a preferred date format. Press **OK** to confirm.



Auto Update :

Use ▲/▼ to enable/disable automatic date and time update. Press **OK** to confirm.

*To use this function, a network connection is required.



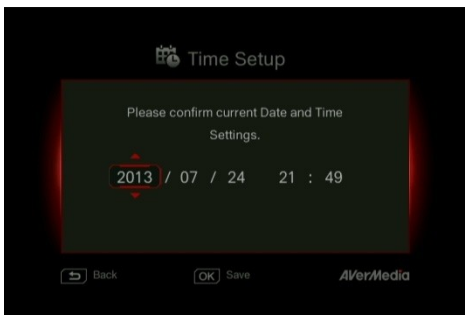
Time Zone :

STEP 1:

Use ▲/▼ to move among options and select your area. Press **OK** to confirm.

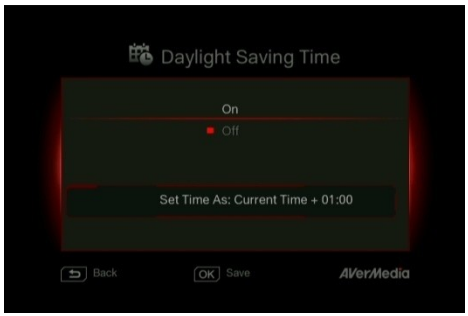
STEP 2:

Use ▲/▼ to move among options and select your time zone. Press **OK** to confirm.



Time Setup :

Use ◄/► to move among options and ▲/▼ to adjust date and time. Press **OK** to confirm.

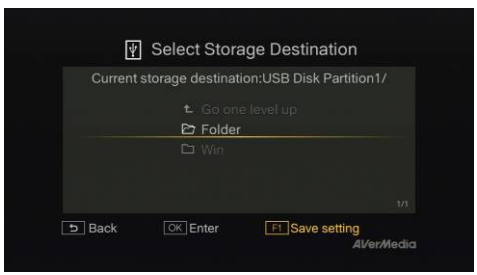


Daylight Saving Time :

Use ▲/▼ to enable/disable Daylight Saving Time. Press **OK** to confirm.

*To use this function, a network connection is required.

OSD Menu	Descriptions



Disk Management

Storage Destination

Step 1:

Select and press **OK** to change your current desired default storage device for both recorded files and snapshots.

* indicates normal write speed of selected partition; indicates low write speed of selected partition. To make sure recording functions properly, be sure to select partition with normal write speed.

Step 2:

Use ▲/▼ to select the preferred default storage device.

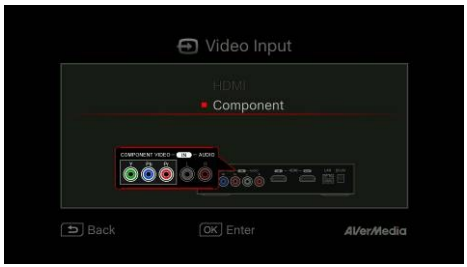
Step 3:

Use ▲/▼ to select a folder and press **OK** to confirm.

Step 4:

Press **F1** to save the setting.

OSD Menu	Descriptions



Use ▲/▼ to move among options. Press **OK** to confirm.

Press MODE to switch from component and HDMI input sources.

Video Input:

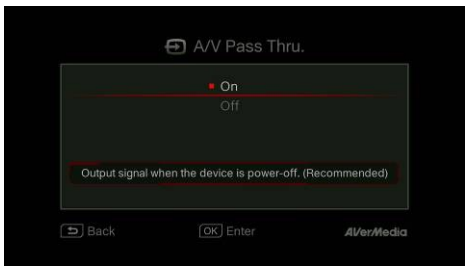
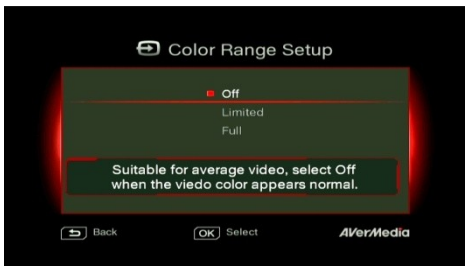
Use ▲/▼ to toggle between various video input source options (Component / HDMI).

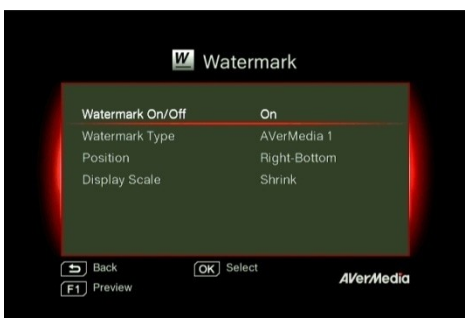
Press **OK** to confirm.

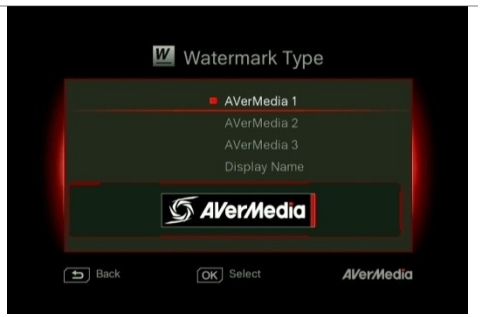
Audio Input:

Use ▲/▼ to toggle between various audio input source options (Stereo Audio/ HDMI).

Press **OK** to confirm.

OSD Menu	Descriptions
	**A/V Pass Through**: Use ▲/▼ to enable/disable A/V Pass Through. Press **OK** to confirm. *The default setting is set Off to yield to the power-saving regulation. If this function is enabled, *Capture Box* still output signal when the *Capture Box* is off. If this function is disabled, *Capture Box* does not output signal when the *Capture Box* is off.
	**Color Range Setup** Use ▲/▼ to toggle between off, limited, and full. Press **OK** to confirm.

OSD Menu	Descriptions
	**Watermark** Add your selected watermark to your videos. You can customize the display of the watermark by setting up the type, position and also scale. Press BACK to go back to last level. Press **OK** to enter the next level. Press F1 to preview the display.



Watermark Type:

Use to ▲/▼ select from the listed watermark types.

Press **OK** to save the change.

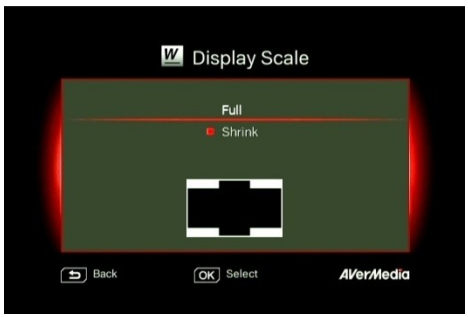
Press BACK to go back to last level.

Position:

Use ▲/▼ to select from the listed watermark positions.

Press **OK** to save the change.

Press BACK to go back to last level.

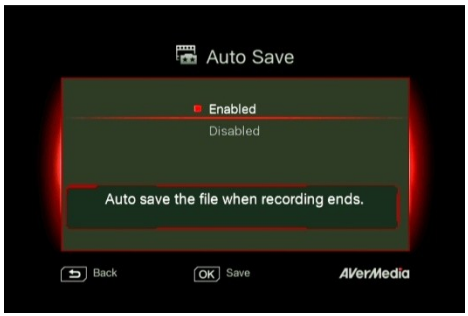
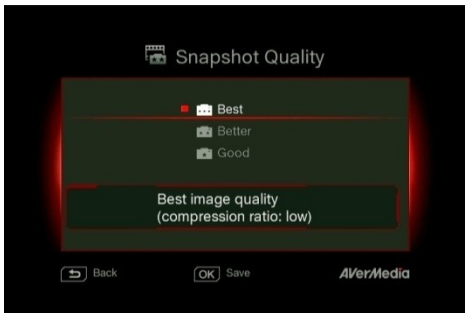


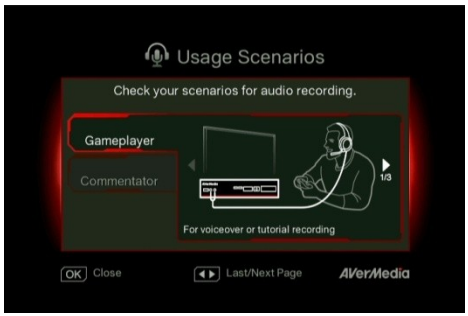
Display Scale:

Use ▲/▼ to select the display scale.

Press **OK** to save the change.

Press BACK to go back to last level.

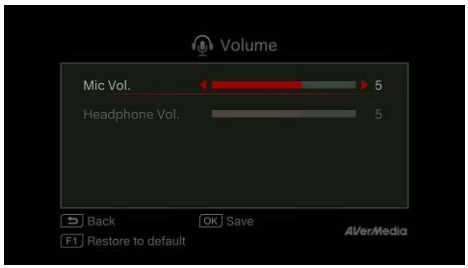
OSD Menu	Descriptions
	**Auto Save** Use ▲/▼ to switch from enable or disable the Auto Save function.
	Recording/ Snapshot Video Quality: Use ▲/▼ to toggle among various video quality options (Optimal/ Good/ Maximum recording length). Press **OK** to confirm.
	Snapshot Quality: Use ▲/▼ to toggle among various snapshot quality options (Best/Better/Good). Press **OK** to confirm.



Live Commentary

A short demonstration will be played in this section.

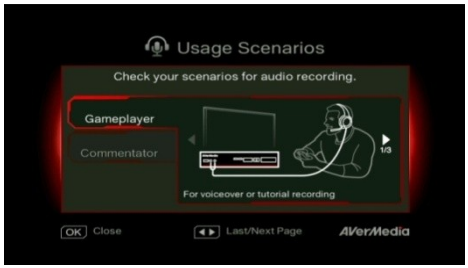
Press **OK** to continue.



Volume:

Use ▲/▼ to move among options and ◄/► to adjust the volume.
Press **OK** to save the setting.

Press **F1** to restore to the default setting.

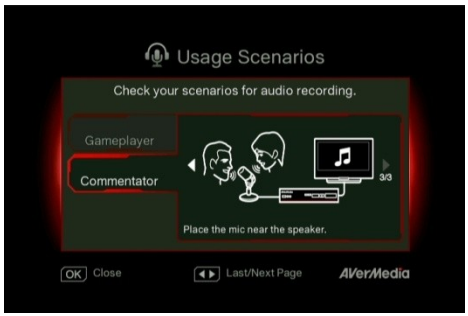


Sound Mode:

Use ▲/▼ to select a preferred mode for mic recording. Press **OK** to confirm.

Gameplayer Mode will automatically switch game sound output to your headphone.

To ensure the optimal quality, please use both microphone and headphone for voice commentary recording.



Commentator Mode will record both game sound and voice commentary or voice chat from microphone during gameplay.

It is recommended to use an omni-directional or high-sensitive microphone.

OSD Menu	Descriptions
	Firmware Upgrade Follow the steps below to upgrade the firmware via USB storage device: Step 1: To download the latest firmware binary package, please go to www.avermedia.com, and then enter the model name in Product Search field. Firmware file is available on the product information page. Step 2: Extract the files by unzipping the package. Copy the firmware files to the root directory of your USB storage device, and then connect it to the *Capture Box*. Step 3: Press **F1** to start the firmware upgrade process. Press BACK to abort the operation and return to the previous page. Step 4: The *Capture Box* automatically detects whether a different version of firmware is available for upgrade or rollback. Once the firmware upgrade process has completed, press **OK** to restart the *Capture Box*.

- The firmware upgrade process takes up approximately 10-14 minutes.
- Firmware upgrade requires at least 256MB free space of the storage device (USB/HDD).
- If problems encountered during firmware upgrade, please clear all the data stored on your USB storage device and repeat the process above.
- NEVER power off the device or unplug the power supply or remove the USB storage device during the firmware upgrade process. If the firmware upgrade is interrupted for any reason, the device may crash.

Restore to Factory Default
This will restore Game Capture HD II to the default factory settings.
Back
F1 Restore
AVerMedia

Restore to Factory Settings

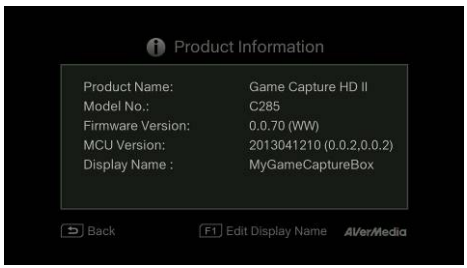
Press **F1** to restore to original factory settings. Press BACK to abort the operation and return to the previous page.

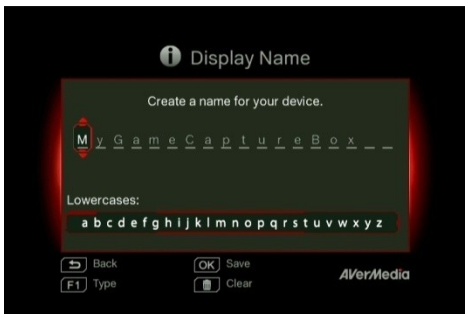
Product Information

This page provides information about this product, including product name, model no., and firmware version.

Press **F1** to edit the display name.

OSD




Display Name
Create a name for your device.
MyGameCaptureBox
Lowercases:
a b c d e f g h i j k l m n o p q r s t u v w x y z
Back
F1 Type
OK Save
Clear
AVerMedia

Descriptions

Name your own Capture Box.

Press navigation keys Up and Down to select characters.

Press navigation keys Left and Right to shift to the former or later character.

Press F1 to switch to the next input menu.

Press DELETE to delete the character.

Press **OK** to save the name.

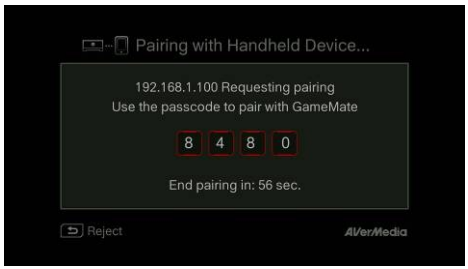
To change product name, go to **Menu >Product Name**.

* The display name will not only show up when you enable watermark function but also on the pair up list with GameMate by AVerMedia.

Chapter 7 Pairing Capture Box and GameMate by AVerMedia

GameMate by AVerMedia is the dedicated app for smart phones. It allows you to use your smart phone as remote control. You are only a few steps from pairing up the *Capture Box* with GameMate.

Please download GameMate by AVerMedia from app store first.
To pair up successfully, make sure the Capture Box and GameMate share the same network. To do so, you will also need a wireless access point for GameMate. Make sure the LAN is well-connected and you are ready to pair up!

OSD	Descriptions
	It is recommended that the *Capture Box* and GameMate share a wireless AP. After downloading the GameMate; tap on GameMate on your smartphone. You will see that GameMate is searching available device.
	A set of pairing number will be shown on TV screen.

Sync Setup
Pairing request from:
AVerMedia Game Capture II
Please enter the passcode displayed on your Game Capture HD II for pairing.
Input...
1 2 3 4 5 6 7 8 9 0
space
return

Tap to input the provided four-digit pairing number correctly.

You will see GameMate as shown left hand side when it successfully pairs up with Capture Box.

You can also check the connection of GameMate from the Menu. You will see sign on the upper level of the Menu.

- If the connection is lost, please restart the wireless AP or the Capture Box and try again.

Appendix A How to Set Your Gameplay Snapshot as PS3 Wallpaper

Start to give your PS3 menu screen a fresh and personalized look to show how cool you are! Please follow the steps below to set the image captured by the *Capture Box* as your PS3 background wallpaper.

Step 1

Remove your USB storage device from the *Capture Box*, and then plug it into your PS3 console via USB port.

Power on your PS3 console.

Step 2

On your console, go to **Photo > USB Device**.

Press the triangle button on your PS3 controller and select “Display All”.

Step 3

Select the image that you wish to use.

Press the Triangle button on your PS3 controller to bring up control panel.

Then scroll to the right and select “Set as Wallpaper”.

Step 4

Use the right joystick to zoom in/out and left joystick to frame the image. When it is the proper size, press ○ (Enter).
Confirm with ○ (Enter) if you are prompted to overwrite your current wallpaper.

Step 5

Done! The snapshot that you have chosen is now set as your PS3 wallpaper.

On your PS3 console, you can go to **Settings > Theme Settings > Background** to turn wallpaper on or off.

Appendix B Troubleshooting

To download the latest firmware for the *Capture Box*:

1. Go to www.avermedia.com.
2. Enter the model no. (C285) in Product Search field.
3. The latest firmware file is available on the “AP & Driver” section on the product information page.

Hard Drive Problem	Actions
Hard drive not detected	**Make sure that the storage destination is properly set up.** Go to Menu → Settings→ Disk Management → Storage Destination to set storage destination. **Make sure the hard drive is connected / installed and restart the Capture Box.** **Make sure the Capture Box has stable power supply while recording or the recording mail fail. Failure of recording may stop the Capture Box from detecting hard disk.** **Format current drive to NTFS file system.** It is likely that the hard drive is not set to NTFS format. You can check the hard drive and reformat it by downloading HP USB Disk Storage Format Tool.
Unknown files are found on my hard disk after connecting to the Capture Box	The Capture Box will automatically generate files that help boost the operation. Files that have file name extension like ‘.avm_chk_tmp’, ‘.avm_speed_test’, ‘.hd_keepalive’ aim at preserving hard disk speed as well as other crucial record. Please don’t remove them.

Video Display Problems	Actions
“No input signal” message appears on screen	**Make sure that all the cables are firmly connected.** **Power off the Capture Box and then make**

	sure that the device is connected with the proper cables (See **3.1 Hardware Installation** in user manual for details).
Screen color appears abnormal using component input	Green screen color with buzzing noise: **Make sure that the red and blue connectors do not come loose.** Mono screen color: **Make sure that the red and blue connectors do not come loose.**
Unsuccessful recording of HDMI-input-videos	**The Capture Box supports all HDMI input except those in HDCP (protected video) form.**
Blacken screen using HDMI input	**If screen is blacken when using HDMI input, please try:** 1. Reconnect the HDMI cable from the input source device and also the Capture Box. Also, connect to HDMI port 1 of your TV at all times. 2. Change HDMI cable and try again.
The recording is fast-forwarded or stopped when recording complicated gameplay frames in HD resolution (720p or above)?	**When recording gameplay in HD resolution (720p or above), fast-forward may be found due to the complicated video content. Follow the tips below to ensure good recording quality:** 1. Install a format tool. It is recommended that you format hard disk into NTFS format using HP USB Disk Storage Format Tool. Please find the link: http://download.cnet.com/HP-USB-Storage-Tool/3000-2094_4-1 Be sure to backup your data before start formatting. All data will be erased once the formatting process begins. 2. Lower gameplay output resolution. Details can be found in C285 user manual. Please refer to PS3/ Xbox 360 video output setting. 3. Lower C285 video quality at Menu> Settings> Edit/ Share 4. Use another high- performance storage disk (For example, another NTFS hard disk).
Playback Problems	**Actions**

Poor quality of captured video	**Check video output settings of your game console.** For PS3, set 1080p, 1080i and 720p as video output resolutions. If you only select 1080i, the screen resolution automatically goes to 480i when you play a game that supports 720p. (See **3.5 Video Output Settings for Game Consoles** in user manual for details).
Jittery/Jerky video playback on PC	**Enable the "De-interlace" function of your media player before playback.** Some media players cannot process the interlaced video (1080i / 576i /480i) well. This problem does not persist after video uploaded to YouTube.
Stuttering local video playback	Try recording video again using another NTFS-formatted hard drive. When this problem occurs, it is recommended to play the videos on PC. Alternatively, you can record at a lower bit rate to solve this problem. This problem does not persist after video uploaded to YouTube.
Microphone volume not loud enough	Turn on Microphone volume via Menu. Turn down game console input volume. Adjust volume via in-game setting. Gain Microphone amplifier.
No A/V Pass Through when game console and TV ON	Make sure that your TV supports 1080p. Turn on A/V Pass through via Setting.

File Management Problems	Actions
Difficulty in locating files	**All files are named after the date and time they are recorded. In the file management, you can sort files out by its name, the time recorded, and the file size. Make sure the time zone is set correctly or manually setup to obtain correct file name.** For example, a video which recorded at 9:30 a.m., 15 of April, 2013 will be named as:

	130415-0930 A recorded videos with commentary will be called: 130415-0930 (Mic) An edited recorded video will be named as : 130415-0930 (Edit-1) A videos that has been edited for the second time will be named as : 130415-0930 (Edit-2) An edited video with commentary will be named as : 130415-0930 (Mic-Edit-1)
Difficulty in locating the folder on your PC/ laptop	**The Game Capture HD II detects all kinds of folder that built in your hard drive; as a result, it is likely that the destination is set to a non-standard folder, for example, a hidden folder.** **If you cannot locate the folder that saves the recordings and snapshots, please check if:** 1. You have set the destination of recordings and snapshots to a standard folder, making sure that it is not hidden, locked, etc.. 2. You load the folder with a Microsoft Windows system. A Linux system does not read non-standard folder like a hidden folder.

Other Problems	Actions
Firmware upgrade turns out unsuccessful	**Solutions are as follows:** A. Power off the Capture Box if an internal storage disk is installed. Remove internal storage disk and power on the Capture Box. Connect the USB to your Capture Box to undergo FW upgrade. (*If you are using a SATA storage disk or the temperature of the hard disk appears high; please wait for 10 minutes for the hard disk to cool down.) B. Save the unzipped firmware file to the file root of your USB. C. To enable firmware upgrade, make sure a minimum space of 256MB on your USB. D. The detection of firmware file may be disrupted by other files on your USB. It is recommended that you wipe the USB or reformat it to NTFS format. Reformat your USB by using HP USB Storage Format Tool: 1. Disconnect your USB from the Capture Box. Connect it to a computer. 2. Download HP USB Storage Format Tool at the following link: http://download.cnet.com/HP-USB-Disk-Storage-Format-Tool/3000-2094_4-10974082.html 3. Undergo HP USB Storage Format Tool. Select your USB and format it to NTFS format. Save the firmware file into the NTFS USB and reconnect it to the Capture Box to upgrade firmware.

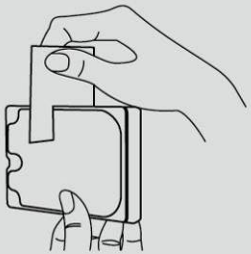
If the problem still persists, refer to FAQ at www.avermedia.com for further troubleshooting.

Appendix C Measuring Your HDD Height Before Installation

Make sure to adjust rotary knob before HDD installation.
(For details, please refer to the User Manual.)

1

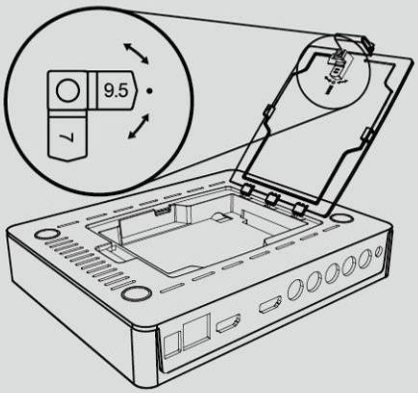
Measure HDD height.



Measuring Openings

2

Adjust the rotary knob to
the corresponding position.



Open Source Code Notice

The following GPL executables and LGPL, MPL libraries used in this product are subject to the BSD/FreeBSD/ GPL/GPLv2/GPLv2+/GPLv3 with GCC/ RLE/jpeg/LGPLv2/LGPLv2.1/LGPLv2.1/ GPLv2/LGPLv2.1+/LGPLv2+/ libpng/MIT/NewBSD/OPENSSL/PD/zlib License Agreements:

BSD

cppstub/db/libpcre0/JSONKit

FreeBSD

thttpd

GPL

makedevs

GPLv2

busybox/dbus/dbus-x11/devmem2/dosfstools/fbset/i2c-tools/iproute2/libblkid1/libdbus-1-3/libfreetype6/libpam/ libuuid1/linux-kernel/module-init-tools/module-init-tools-depmod/mtd-utils/netbase/u-boot/update-modules/ usbutils/util-linux-ng

GPLv2+

iptables/sysvinit/tinylogin/udev/update-rc.d

GPLv3 with GCC RLE

libgcc1/libstdc++6

jpeg

libjpeg8/libjpeg-tools

LGPLv2

Libjson/libts-1.0-0/tslib

LGPLv2.1

libav/libmicrohttpd/libusb-1.0-0

LGPLv2.1/GPLv2

alsa

LGPLv2.1+

ldd/libc6/libthread-db1

LGPLv2+

libglib-2.0-0

libpng

libpng12-0

MIT

cocos2d-x/curl/e2fsprogs/fbset-modes/graphmagic/libcom-err2/libcurl4/libe2p2/libexpat1/libext2fs2/libformw/

libmenuw/libpanelw5/libss2/libtic5/libtinfo5/libxml2/ncurses/pointercal

New BSD

iperf

OPENSSL

openssl

PD

modutils-initscripts

zlib

libz1

AVerMedia Technologies Inc. offers to provide source code to you for a charge covering the cost of performing such distribution, such as the cost of media, shipping and handling upon e-mail request to AVerMedia Technologies Inc. at http://www.avermedia.com

For more information, please visit our website:

http://www.avermedia.com

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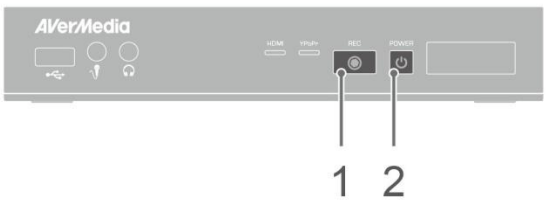
Chapitre 1. Pièces de l'appareil

1.1 Panneau avant

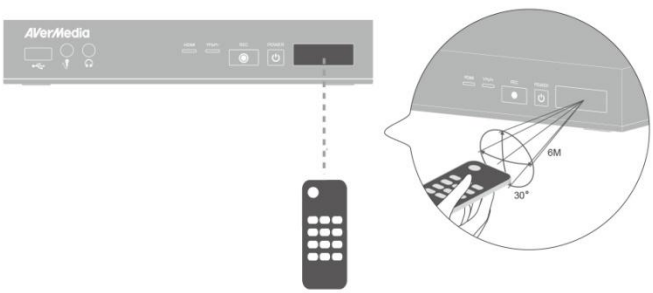
Le panneau à touches se trouvant sur le devant de l'appareil fournit un accès rapide aux fonctions communément utilisées.



Touches numérotées	Descriptions
1	**Enregistrer** Appuyez sur démarrer/arrêter l'enregistrement.
2	**Alimentation (Power)** Appuyez pour allumer l'appareil Maintenez le bouton enfoncé pendant 4 secondes pour forcer l'arrêt le Capture Box.

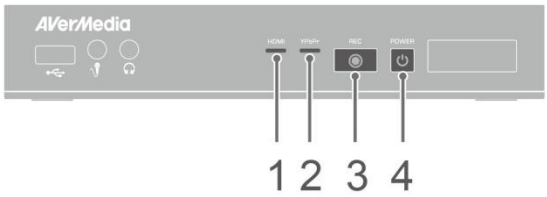
1.2 Détecteur infrarouge

Lorsque vous utilisez la télécommande, pointez celle-ci vers le capteur infrarouge (IR) situé sur le panneau avant de l'appareil. La télécommande doit être maintenue à un angle perpendiculaire de 30 degrés vers le capteur IR pour fonctionner correctement. La distance entre la télécommande et le capteur ne doit pas excéder 6 mètres (20 pieds).



1.3 Indicateur LED

Les indicateurs LED sur le devant de l'appareil affichent le statut de celui-ci.



1	Voyant LED source HDMI	2	Voyant LED source YPbPr
3	Voyant LED d'état d'enregistrement	4	Voyant LED d'état de l'alimentation

Condition	Source	Enregistrer	Alimentation (Power)
Allumé			Est illuminé en vert
Prêt à enregistrer/instantané	Vert solide		Vert solide
Enregistrement	Vert solide	Modulation	Vert solide
Prendre un instantané	Clignote rouge une fois	Clignote rouge une fois	Clignote rouge une fois
Impossible d'enregistrer/instantané	Vert solide		Clignotement vert en continu
Aucune source			Clignotement vert en continu
Source disponible	Illuminé en vert		
Hors tension en cours	Vert solide		Clignotement vert en continu
Transit en fonction lors de la mise hors tension	Orange solide		
Pause d'enregistrement	Rouge solide	Rouge solide	Rouge solide
Fin d'enregistrement en cours	Vert solide	Clignote rouge en continu	Vert solide

Condition	Source	Enregistrer	Alimentation (Power)
L'espace de stockage est faible	Vert solide	Brille lentement	Vert solide
L'appareil n'est pas prêt			Clignotement vert en continu
Problèmes tels qu'aucun stockage/aucun signal/contenu protégé			Clignotement vert en continu
Accepter une commande de la télécommande			Clignote vert une fois

Appuyez sur [F1] pour obtenir le statut du voyant LED.

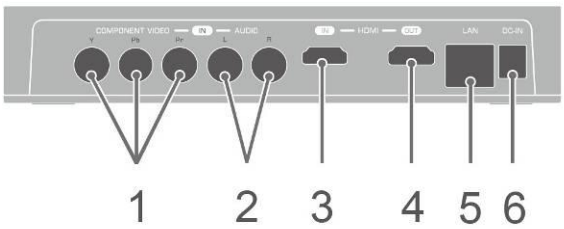
1.4 Ports de connexion

1.4.1 Vue avant

1	Port USB	3	Sortie casque d'écoute
2	Entrée MIC		

- Le port USB est pour la connexion de l'appareil de stockage du disque dur externe ainsi que pour la mise à niveau de micrologiciels via le périphérique de stockage.
- Le concentrateur USB n'est pas pris en charge.
- Il n'y aura pas de fonction ou de réponse lors de la connexion de *Capture Box* à l'ordinateur via l'USB.

1.4.2 Vue arrière



1	Entrée composante vidéo	4	Sortie HDMI
2	Entrée audio RCA G/D	5	Port LAN
3	Entrée HDMI	6	DC-IN

Chapitre 2. La télécommande

Les descriptions ci-dessous présentent les touches de la télécommande.

#	Boutons	Descriptions
1		Appuyez pour allumer l'appareil/le mettre en veille.
2		Appuyez pour accéder au menu principal. Appuyez à nouveau pour quitter.
3		Appuyez sur les touches de direction pour vous déplacer parmi les options. Appuyez sur **OK** pour confirmer une sélection. Appuyez sur **OK** pour marquer/enlever le marquage d'un segment en post-édition.
4		Appuyez pour lire le dernier fichier enregistré ou visualiser la dernière image capturée.
5		Appuyez pour démarrer/arrêter l'enregistrement.

6		Appuyez pour démarrer la lecture du fichier sélectionné. Appuyez pour lire le fichier à la vitesse normale (1x) lorsque la fonction lecture au ralenti, retour ou avance rapide est active.
7		Appuyez pour arrêter la lecture. Appuyez pour arrêter l'enregistrement.
8		Appuyez pour le retour rapide (2x, 4x, 8x, 16x, 32x).
9		Appuyez pour revenir à la page précédente.
10		Appuyez pour afficher l'écran de réglage de la qualité de la vidéo/photo. Appuyez à nouveau pour quitter.
11		(Suivez les instructions à l'écran)
12		(Suivez les instructions à l'écran)
13		(Suivez les instructions à l'écran)
14		Appuyez pour commuter entre les sources Composante et HDMI.
15		Appuyez pour afficher les informations à l'écran, y compris le mode, la source et les sources audio.
16		Appuyez pour quitter la page en cours et revenir à la page précédente.
17		Appuyez pour prendre une photo durant un jeu ou la lecture d'une vidéo.
18		Appuyez pour mettre la lecture en pause. Appuyez sur **OK** ou pour reprendre la lecture. Appuyez pour mettre l'enregistrement en pause.
19		Appuyez pour lire la vidéo au ralenti (1/2x). Appuyez à nouveau pour passer en mode image par image (voir p. 27 pour plus de détails)
20		Appuyez pour l'avance rapide (2x, 4x, 8x, 16x, 32x).
21		Appuyez pour passer à la page suivante.
22		Appuyez pour supprimer les fichiers sélectionnés.
23		Appuyez pour afficher les informations concernant le disque. Appuyer de nouveau pour les cacher.

Chapitre 3. Assistant d'installatio

Lorsque vous branchez votre Boîtier d'Acquisition pour la première fois, l'assistant d'installation apparaît. Les étapes suivantes vous guident tout au long de la procédure de configuration initiale.

- Assurez-vous que vous avez installé un disque dur (interne ou externe) et connecté le boîtier à Internet avant de démarrer la procédure.
- Pour la première initialisation, vous aurez un écran noir pendant une courte période (environ 20 secondes), suivi par le logo AVerMedia. La lumiére verte qui clignote indique le Game Capture HD II est en train de démarrer. Attendez ensuite l'apparition de l'écran de bienvenue.

Etape 1
Réglage de la Langue

Lorsque la page apparaît, utilisez ▲/▼ pour choisir la langue de votre choix. Appuyez ensuite sur OK pour confirmer.

Etape 2
Passerelle Audio/Vidéo (Pass-Thru)

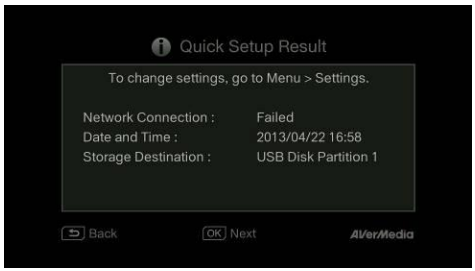
Sélectionnez ON pour la passerelle A/V.

Etape 3 (1) Rappel

Assurez-vous que le disque dur branché ou installé sur le boîtier est bien formaté en NTFS. (Pour plus de détails, reportez-vous au Chapitre 4.2)
Vérifiez la connexion au réseau. Appuyez ensuite sur OK pour démarrer la configuration.
Nous vous recommandons d'utiliser un routeur qui supporte les réseaux IP DHCP. Veuillez vous référer au Chapitre Ch. 6.2 pour un réglage manuel de la connexion.

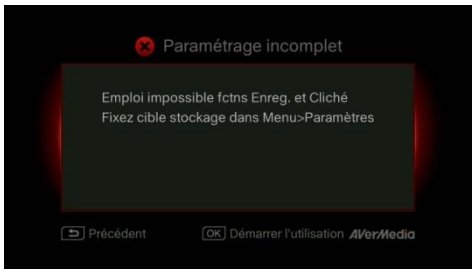
Etape 3 (2)
Echec de la Connexion Réseau

Si vous n'avez pas réussi à vous connecter à un réseau valide, un message d'échec de connexion réseau apparaîtra.
Appuyez sur **OK** pour continuer.
Appuyez sur BACK pour revenir à la page précédente.


Quick Setup Result
To change settings, go to Menu > Settings.
Network Connection : Failed
Date and Time : 2013/04/22 16:58
Storage Destination : USB Disk Partition 1
Back
OK Next
AVerMedia

Etape 4
Aucun Disque Dur Détecté

Si vous n'avez pas encore installé de support de stockage, faîtes-le avant de continuer le processus d'installation..
Appuyez ensuite sur BACK pour vous rendre à l'écran précédent et appuyez sur **OK** pour lancer le processus de verification du disque.



Etape 4 (2)
Fin du Processus d’Installation

Une fois qu’un disque dur formaté en NTFS est connecté au boîtier, un message de fin d’installation s’affiche.

Vous pouvez commencer à enregistrer dès maintenant. Appuyez sur OK pour sortir de l’assistant d’installation et commencer à utiliser votre boîtier. Votre jeu apparaît à l’écran.

Chapitre 4. Fonctionnement de base

Ce chapitre vous guide pour l'enregistrement de jeux en cours, la capture d'images, l'ajout de commentaires vocaux pour vidéos et la lecture instantanée de fichiers.

- Tous les fichiers ou photos enregistrés seront sauvegardés sur le DD par défaut automatiquement. Veuillez vous référer au chapitre 6 pour plus de détails.

4.1 Enregistrement et capture

Capture Box vous permet d'enregistrer, de capturer et ajouter des commentaires vocaux aux vidéos. Les directives sont données comme suit.

Capture Box affiche le déroulement du jeu en temps réel et en mode standard. Vous pouvez changer le mode en temps réel par défaut pour le mode standard. Allez dans Menu> Paramètres> Mode d'affichage. (Veuillez vous référer au chapitre 6.2 pour plus de détails.)

Menu OSD	Descriptions
	Enregistrement instantané en cours de jeu Appuyez sur pour activer l'enregistrement instantané. Appuyez de nouveau sur ou STOP pour arrêter l'enregistrement.
	Faire une pause et reprendre l'enregistrement Vous pouvez sauter les séquences vidéo indésirables et reprendre l'enregistrement. Seules les séquences que vous avez enregistrées seront enregistrées et les clips sautés seront automatiquement supprimés. Appuyez sur pour interrompre l'enregistrement. Appuyez sur ou pour poursuivre l'enregistrement.

Aperçu rapide en cours de jeu

Appuyez sur pour capturer l'image actuelle.

Appuyez longuement sur pour activer le mode de capture en continu. Capture Box prendra 5 photos à la fois.

Lecture instantanée

Appuyez RECALL pour la lecture du dernier fichier enregistré ou voir la dernière image acquise.

Appuyez STOP pour arrêter la lecture.

Appuyez sur ► pour avancer de 30 secondes.

Appuyez sur ◄ pour reculer de 10 secondes.

Capture d'image lors de la lecture vidéo

Façon 1 :

Appuyez sur pour capturer l'image actuelle.

Façon 2 :

Étape 1:

Appuyez sur SLOW pour lire la vidéo au ralenti (1/2x). Appuyez sur SLOW à nouveau pour voir la vidéo image par image.

ou

Appuyez sur pour mettre la lecture à pause. Appuyez sur PAGE- pour aller à l'image précédente; appuyez sur PAGE+ pour aller à l'image suivante.

Étape 2:

Appuyez sur pour capturer l'image souhaitée.

Information du disque

Appuyez puis appuyez sur **OK** pour afficher l'information sur le disque. Appuyez de nouveau pour masquer.

4.2 Ajout de commentaires

Cette section vous explique comment ajouter des commentaires vocaux à votre enregistrement vidéo.

Exigences pour casque/microphone:

Casque à écouteurs
Connecteur: Connecteur 3,5 mm

Microphone
Réponse en fréquence: 20-16kHz
Impédance: 2,0 KΩ
Tension de fonctionnement: 3V
Connecteur: Connecteur 3,5 mm

Menu OSD	Descriptions

Microphone On
1. Mix game sound and commentary.
2. Auto switch to the real-time display mode.
3. Remove the mic to turn it off.
OK 音量調整
F1 Usage Scenarios
AVerMedia

Microphone ouvert (Microphone On)

Un menu OSD s'affiche si vous avez connecté le microphone/ à Capture Box. Vos commentaires ne seront enregistrés que lorsque vous aurez appuyé sur .

Appuyez sur pour enregistrer votre déroulement de jeu commenté.

Appuyez sur ou pour arrêter l'enregistrement.

- Si le casque ou le micro sont branchés lors du déroulement avec l'assistant de configuration, le son ne pourra être entendu à partir de votre casque et les instructions sur les commentaires vocaux ne seront pas affichés. Par conséquent, branchez le casque ou le micro après l'installation complète de l'assistant afin de suivre les instructions pour casque/microphone.
- Tout commentaire ajouté sera mixé avec le son du déroulement du jeu. De plus, tant que le casque est connecté à l'appareil, tous vos commentaires et le bruit de fond seront enregistrés. N'oubliez donc pas d'arrêter l'enregistrement et de retirer le casque lorsqu'aucun commentaire n'est nécessaire.
- Si le microphone est déconnecté/connecté au *Capture Box* lors de l'enregistrement, le son sera également enregistré. En guise de sécurité, veuillez éviter de brancher le microphone pendant le processus d'enregistrement.
- Le volume que vous entendez lors du test commentaire peut être légèrement différent de l'enregistrement proprement dit. Il est recommandé que vous fassiez un test de simulation à l'avance pour vous familiariser avec le volume enregistré.
- Il est normal d'entendre votre propre voix lors de l'enregistrement avec la source d'entrée HDMI.
- Aucun OSD ne sera affiché lorsque vous vous connecterez, seulement le casque à *Capture Box*.

Chapitre 5. Menu OSD

Dans le menu, vous pouvez vérifier et gérer vos fichiers et photos sauvegardés et personnaliser vos préférences.

1	Temps restant pour l'enregistrement	3	Connexion réseau
2	Connexion à GameMate	4	Heure actuelle

Menu OSD	Descriptions
	Fonctionnement de base Appuyez sur MENU pour afficher le menu. Appuyez sur MENU ou BACK pour revenir à l'écran de jeu. Utilisez les touches ▲/▼ pour faire une sélection dans le menu et **OK** pour entrer dans un sous-menu. Dans le sous-menu, utilisez les touches ▲/▼ pour faire une sélection et **OK** pour confirmer. Appuyez BACK pour revenir à la page précédente.

	Appuyez sur **F1** pour retirer le périphérique de stockage en toute sécurité. *Le coin supérieur gauche montre votre périphérique de stockage par défaut actuel et l'enregistrement restant disponible

5.1 Enregistrements et photos (Media Studio)

Vous pouvez vérifier les enregistrements et photos prises par Capture Box dans «Enregistrements et photos (Media Studio)»

Format d'acquisition:

Vidéo	MP4 (Codec: Format H.264 avec audio AAC)
Image	JPEG

- Il est recommandé que vous affichiez seulement les vidéos et les photos qui sont enregistrées par *Capture Box.* Si vous essayez d'ouvrir des fichiers pris par un autre appareil (comme un appareil photo), il est très probable qu'il y ait un échec.

Menu OSD	**Descriptions**
	Navigation Utilisez les touches ◄/►/▲/▼ pour sélectionner les items. Appuyez sur **F1** pour trier les fichiers par nom, taille ou format. Appuyez sur **F2** pour aller en mode liste ou mode onglet. Appuyez sur **F3** pour renommer, modifier, partager le fichier sélectionné. Appuyez sur PAGE+ pour aller à la page suivante. Appuyez sur PAGE- pour revenir à la page précédente. Appuyez sur MENU pour accéder au menu principal.

Lecture vidéo

Appuyez sur ▶ ou **OK** pour débuter la lecture du vidéo sélectionné.
Appuyez sur ⏸ ou **OK** pour mettre la lecture à pause. Appuyez sur ▶ ou **OK** pour reprendre la lecture.
Appuyez SLOW pour lire la vidéo au ralenti (1/2x).
Appuyez sur REW pour reculer en 2x, 4x, 8x, 16x, 32x.
Appuyez sur FF pour l'avance rapide à 2x, 4x, 8x, 16x, 32x.
Appuyez ▶ pour lire le fichier à la vitesse normale (1x) lorsque les fonctions de ralenti, rembobinage ou avance rapide sont actives.
Appuyez STOP pour arrêter la lecture.
Appuyez sur INFO pour afficher l'information de lecture, y compris l'espace de stockage du disque, résolution d'enregistrement, durée, temps écoulé et restant et nom de fichier.
*Seuls les fichiers vidéos captés par Capture Box sont pris en charge.

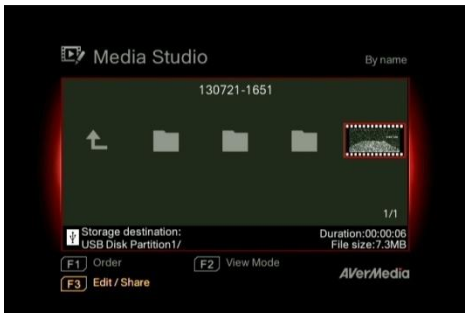
Visionnement des photos

Appuyez sur ▶ ou **OK** pour voir l'image sélectionnée. Appuyez sur STOP ou BACK pour revenir.

*Seuls les fichiers image captés par Capture Box sont pris en charge.

5.1.1 Postédition de vidéos enregistrés

Cette section démontre comment couper, recombiner et partager des vidéos sur YouTube enregistrés par Capture Box.

Menu OSD	Descriptions
	**Sélectionnez une vidéo** Sélectionnez le fichier que vous souhaitez modifier à l'aide des touches de navigation ◄/►/▲/▼.
	Éditer/Partager (Edit/ Share) Appuyez sur **F3** pour modifier ou partager la vidéo sélectionnée.
	Changement de nom de fichier Saisissez votre nom de fichier en utilisant les touches de navigation ▲/▼pour sélectionner les caractères, chiffres ou symboles. Utilisez les touches de navigation ◄/► pour aller au caractère suivant/précédent. Appuyez sur **F1** pour basculer entre les caractères, chiffres et symboles. Appuyez sur BACK pour revenir et annuler le changement que vous avez fait. Appuyez sur **OK** pour enregistrer le nom de fichier modifié Appuyez sur DELETE pour tout effacer.

Comment modifier (How to Edit)

Des directives sur la façon de modifier une vidéo seront affichées; appuyez sur **OK** pour commencer l'édition.

Mode Édit

Vous pouvez couper et recombiner votre vidéo sélectionnée en mode Édit.

Pour couper la vidéo, vous aurez besoin de créer un ou plusieurs segments de la vidéo.

Étape 1:

Pour localiser une scène, utilisez les touches de direction ou ▶ pour rechercher la scène. Vous pouvez également utiliser les touches de navigation ▲/▼pour chercher les scènes par heure spécifique, minute et seconde sur le côté gauche de l'écran.

Appuyez sur **OK** pour sélectionner ou désélectionner la scène.

Étape 2:

Répétez **l'étape 1** pour créer un segment.

Appuyez sur **OK** pour conserver ou supprimer le segment.

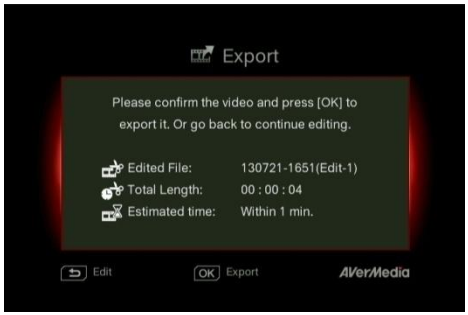
Appuyez sur **F1** pour basculer entre **Recherche de scène** et **Recherche de segment**.

Appuyez sur **F2** pour effacer toutes les marques faites sur la vidéo.

Appuyez sur **F3** pour exporter la vidéo.

Aperçu

Capture Box recombine automatiquement les segments que vous choisissez de garder pendant le montage.


Export
Please confirm the video and press [OK] to export it. Or go back to continue editing.
Edited File: 130721-1651(Edit-1)
Total Length: 00 : 00 : 04
Estimated time: Within 1 min.
Edit
OK Export
AVerMedia

Export

Le temps estimé peut varier selon les disques de stockage. Référez le temps d'exportation à l'utilisation réelle de votre disque de stockage.

Appuyez sur **OK** pour exporter la vidéo.

Appuyez sur BACK pour continuer l'édition.

Menu OSD	Descriptions
	Exportation... (Exporting…) La barre au milieu montre la progression de l'exportation vidéo et le temps estimé. Cliquez sur pour annuler l'exportation. Cliquez sur F1 pour masquer les informations d'exportation.

Quitter (Exit)

Appuyez sur **OK** pour quitter le mode d'édition.

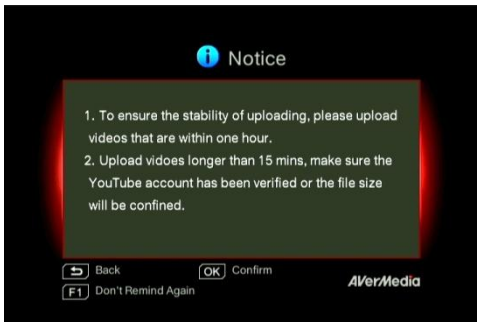
Appuyez sur BACK pour sortir.

Appuyez sur F1 pour continuer l'édition.

Menu OSD	Descriptions

Partager des vidéos sur YouTube

Utilisez ▲/▼pour sélectionner la tâche que vous souhaitez effectuer. Sélectionnez «Partager sur YouTube (Share on Youtube)» pour partager vos vidéos.


Notice
1. To ensure the stability of uploading, please upload videos that are within one hour.
2. Upload vidoes longer than 15 mins, make sure the YouTube account has been verified or the file size will be confined.
Back
OK Confirm
F1 Don't Remind Again
AVerMedia

Partagez sur YouTube (Share on Youtube)

Avant de partager vos vidéos enregistrées sur YouTube, assurez-vous que vous avez:

1. Créé un compte YouTube et aussi un canal personnel.
2. Ayez votre PC/NB tout près si vous activez la vérification en deux étapes de votre compte YouTube.

Pour assurer la stabilité du téléchargement, téléchargez des vidéos qui ne dépassent pas une heure.

Assurez-vous que le compte YouTube est vérifié pour télécharger des vidéos qui font plus de 15 minutes.

Appuyez sur BACK pour continuer l'édition.

Appuyez sur **OK** pour continuer le téléchargement.

Appuyez sur F1 pour passer ce rappel par la suite.

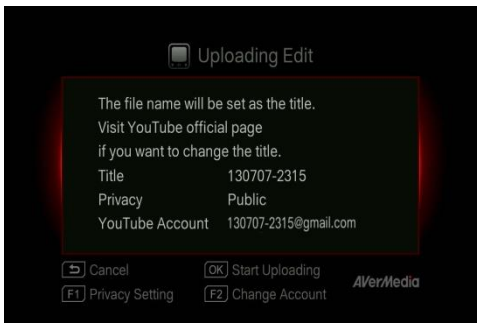
Configuration du compte

Utilisez ▲/▼pour sélectionner la tâche que vous souhaitez effectuer.

Appuyez sur BACK pour revenir au dernier niveau.

Appuyez sur **OK** pour modifier votre courriel ou mot de passe.

Appuyez sur **F1** pour enregistrer les modifications que vous avez effectuées.



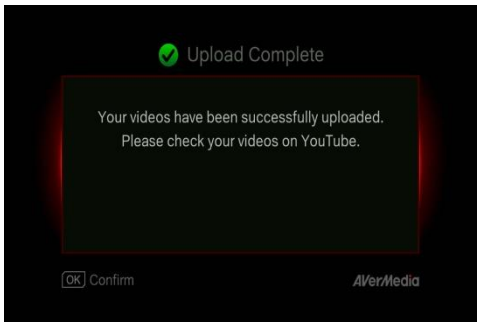
Modification pré-téléchargement

Appuyez sur pour retourner à la dernière page.

Appuyez sur **OK** pour commencer le téléchargement.

Appuyez sur **F1** pour définir la confidentialité.

Appuyez sur **F2** pour changer de compte.



Envoi complet

Vous avez réussi à télécharger la vidéo.

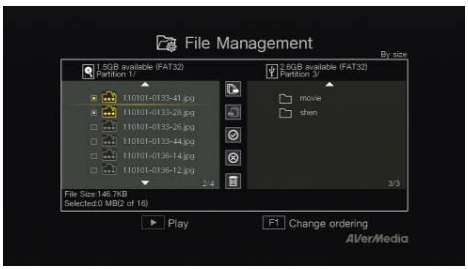
Vous pouvez modifier le titre de votre vidéo sur YouTube.

Appuyez sur **OK** pour confirmer.

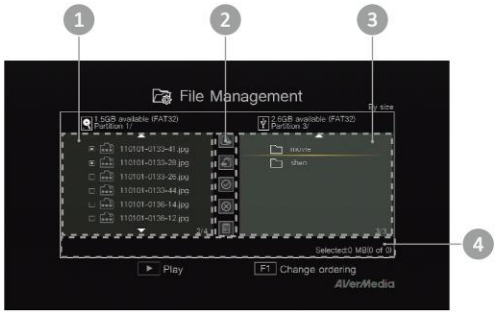
- La longueur recommandée de chaque vidéo doit être inférieure à 1 heure.
- *Capture Box* est conçu pour l'enregistrement et l'acquisition de matériel média détenus légalement ou autorisés par l'utilisateur seulement. Le téléchargement de vidéos qui sont protégées par droit d'auteur et autres lois n'est pas autorisé. YouTube peut fermer un compte pour des raisons de protection de droit d'auteur.
- Assurez-vous que votre compte YouTube est vérifié pour télécharger des vidéos qui font plus de 15 minutes. Reportez-vous au site Web YouTube pour plus de détails.
- Parfois, il faut deux à trois jours pour que vos vidéos soient affichées sur YouTube. Veuillez attendre quelques jours pour que vos vidéos apparaissent en ligne.

5.2 Gestionnaire de Fichiers (File Management)

«La Gestionnaire de Fichiers (File Management)» vous permet de gérer les vidéos et images de Capture Box. Vous pouvez copier des fichiers entre le disque dur interne et le dispositif de stockage USB externe, et supprimer les fichiers indésirables. Avant d'entrer dans ce sous-menu, insérez d'abord votre périphérique de stockage (périphérique USB de stockage 2.0/3.0/2.5" Disque dur au format NTFS).

Menu OSD	Descriptions
	**Sélectionnez la partition** Utilisez les touches ◄/►/▲/▼ pour sélectionner la partition. Appuyez sur ▶ pour lire la vidéo. Appuyez sur **F1** pour modifier la règle de tri de fichiers.

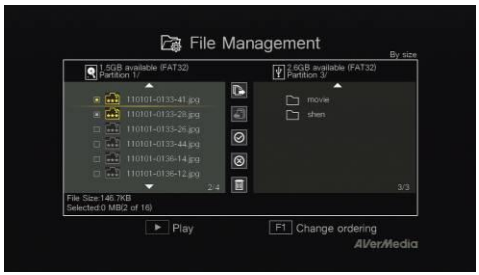
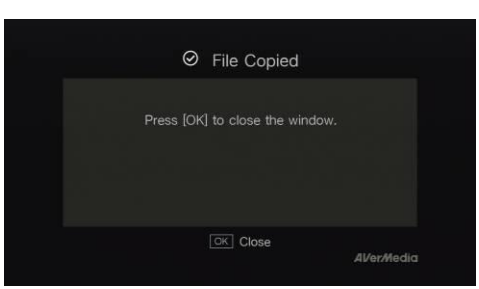
Interface utilisateur de gestion de fichiers :

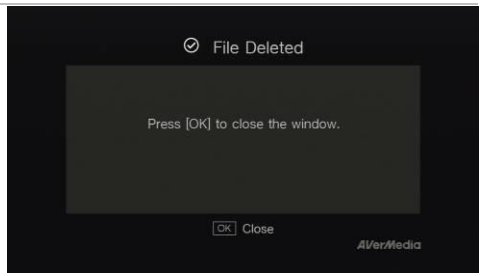


1	Liste affichant les fichiers sur le **disque dur interne**
2	Ensemble d'outils d'édition
3	Liste affichant les fichiers sur le **disque USB**
4	Zone d'affichage de l'information

Description des outils d'édition :

Touches numérotées	Description
1	Copie de fichier sur le disque USB
2	Copie de fichiers sur le disque dur interne
3	Sélectionnez tous
4	Désélectionnez tous
5	Supprimer

Menu OSD	Description
	**Copie de fichier du DD interne vers le disque USB** Étape 1: Sur le côté gauche de la liste, utilisez les touches ▲/▼ pour sélectionner le fichier que vous désirez copier vers le disque USB. Appuyez sur **OK** pour sélectionner/désélectionner un item. Sélectionnez puis appuyez sur **OK** pour sélectionner tous les fichiers. Sélectionnez puis appuyez sur **OK** pour désélectionner tous les fichiers. Étape 2: Sélectionnez et appuyez sur **OK** pour copier les fichiers sélectionnés vers le disque USB. Appuyez BACK pour annuler la copie de fichiers en progression. Étape 3: Appuyer sur **OK**. **La copie de fichiers à partir du disque USB vers le disque dur interne fonctionne dans le sens inverse, tel que mentionné ci-dessus.** *Si le fichier est plutôt gros, appuyez sur F1 pour cacher le statut de copie ou de suppression.
	
	Suppression de fichiers Étape 1: Utilisez les touches ▲/▼ pour sélectionner les fichiers que vous souhaitez supprimer. Appuyez sur **OK** pour sélectionner/désélectionner un item. Sélectionnez puis appuyez sur **OK** pour sélectionner tous les fichiers. Sélectionnez puis appuyez sur **OK** pour



désélectionner tous les fichiers.

Étape 2:

Sélectionnez et appuyez sur **OK** pour supprimer le fichier de la liste.

ou

Appuyez sur la télécommande, puis sur **OK** pour supprimer le fichier de la liste.

Appuyez sur BACK pour annuler la copie de fichiers en cours.

Étape 3:

Appuyer sur **OK**.

Enlèvement du dispositif de stockage USB

Pour éviter une perte de données, il est hautement recommandé de retirer en toute sécurité votre dispositif de stockage externe. Veuillez suivre les étapes ci-dessous :

Étape 1:

Appuyez sur DISK INFO sur la télécommande.

Étape 2:

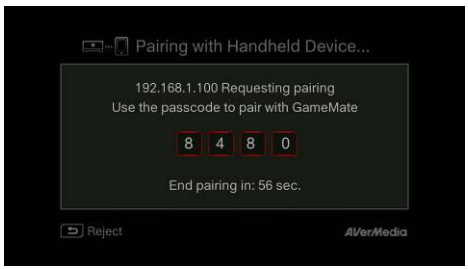
Appuyez sur **F2** pour masquer.

Chapitre 6. Jumelage de l'appareil avec le GameMate d'AVerMedia

GameMate d'AVerMedia est l'application dédiée pour les téléphones intelligents. Elle vous permet d'utiliser votre smartphone comme télécommande. Vous n'êtes qu'à quelques pas de jumeler Capture Box au GameMate.

Veuillez d'abord télécharger le GameMate d'AVerMedia à partir de la boutique app.

Pour réussir le jumelage, assurez-vous que *Capture Box* et le GameMate partagent le même réseau. Pour ce faire, vous aurez également besoin d'un point d'accès sans fil pour GameMate. Assurez-vous que le LAN est bien connecté et que vous êtes prêt pour le jumelage!

OSD	Description
	Il est recommandé que Capture Box et le GameMate partagent un accès sans fil AP. Après avoir téléchargé le GameMate, appuyez sur GameMate sur votre smartphone. Vous verrez que le GameMate recherche le dispositif disponible.
	Un ensemble de nombres de jumelage sera affiché à l'écran.

Appuyez pour entrer le nombre prévu d'appariement à quatre chiffres.

Vous verrez le GameMate tel qu'il apparaît du côté gauche lorsqu'il s'est correctement jumelé à Capture Box.

Vous pouvez également vérifier la connexion du GameMate à partir du Menu. Vous verrez un signe sur le niveau supérieur du Menu.

- Si la connexion est perdue, veuillez redémarrer l'AP sans fil ou *Capture Box* et essayez à nouveau.

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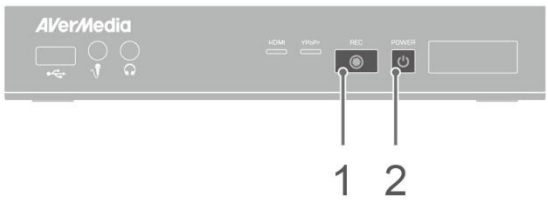
Kapitel 1. Die Geräteteile

1.1 Frontblende

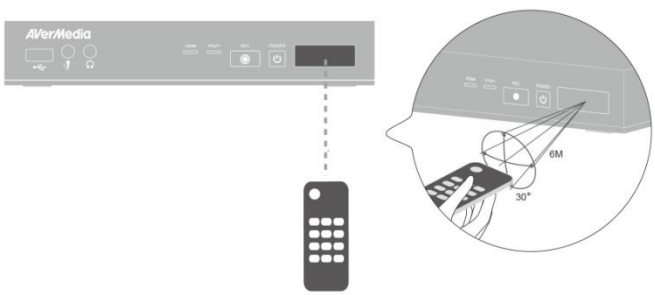
Das Tastenfeld an der Vorderseite des Gerätes bietet schnellen Zugriff auf häufig verwendete Funktionen.



Nr.	Tasten	Beschreibungen
1		**Aufnahme** Startet/beendet die Aufnahme
2		**Ein/Aus (Power)** Schaltet das Gerät ein Zum Erzwingen einer Abschaltung der Capture Box 4 Sekunden gedrückt halten

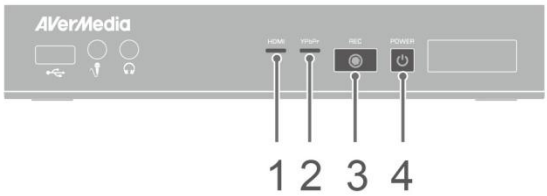
1.2 Infrarotsensor

Wenn Sie die Fernbedienung verwenden, richten Sie diese auf den Infrarot- (IR) Sensor an der Vorderseite des Gerätes. Die Fernbedienung muss in einem Winkel von maximal 30 Grad lotrecht zum IR-Sensor gehalten werden, damit sie richtig funktioniert. Der Abstand zwischen Fernbedienung und Sensor darf 6 Meter nicht überschreiten.



1.3 LED-Indikator

Die LED-Indikatoren an der Vorderseite des Gerätes zeigen den Gerätestatus.



1 LED-Indikator HDMI-Quelle	2 LED-Indikator YPbPr-Quelle
3 LED-Indikator Aufnahmestatus	4 LED-Indikator Betriebsstatus

Zustand	Quelle	Aufnahme	Betrieb (Power)
Eingeschaltet			Leuchtet grün
Bereit für Aufnahme/Schnappschuss	Leuchtet grün		Leuchtet grün
Aufnahme	Leuchtet grün	Pulsierend	Leuchtet grün
Einen Schnappschuss aufnehmen	Blinkt einmal rot	Blinkt einmal rot	Blinkt einmal rot
Aufnahme/Schnappschuss nicht möglich	Leuchtet grün		Blinkt kontinuierlich grün
Keine Quelle			Blinkt kontinuierlich grün
Quelle verfügbar	Leuchtet grün		
Abschaltung	Leuchtet grün		Blinkt kontinuierlich grün
Durchschleifen ein bei Abschaltung	Leuchtet orange		
Aufnahme unterbrochen	Leuchtet rot	Leuchtet rot	Leuchtet rot
Aufnahme wird abgeschlossen	Leuchtet grün	Blinkt kontinuierlich rot	Leuchtet grün

Zustand	Quelle	Aufnahme	Betrieb (Power)
Speicherplatz fast erschöpft	Leuchtet grün	Blinkt langsam	Leuchtet grün
Gerät nicht bereit			Blinkt kontinuierlich grün
Probleme wie: Kein Speicher/ kein Signal/ geschützter Inhalt			Blinkt kontinuierlich grün
Fernbedienungsbefehl wird empfangen			Blinkt einmal grün

Drücken Sie zum Beziehen des LED-Indikatorstatus [F1].

1.4 Anschlussports

1.4.1 Vorderansicht

1 USB-Port

2 Mikrofoneingang

3 Kopfhörerausgang

- USB-Port zum Anschließen eines externen Festplattenspeichergerätes sowie zur Firmware-Aktualisierung via Speichergerät.
- USB-Hub nicht unterstützt.
- Keine Funktion oder Antwort, wenn die Capture Box per USB mit einem Computer verbunden wird.

Kapitel 2. Fernbedienung

Die nachstehenden Beschreibungen zeigen die Funktionen der Fernbedienungstasten.

#	Tasten	Beschreibungen
1		Schaltet das Gerät ein bzw. versetzt es in den Bereitschaftsmodus.
2		Ruft das Hauptmenü auf. Zum Verlassen noch einmal drücken.
3		Drücken Sie zum Bewegen zwischen den Optionen die Navigationstasten. Mit **OK** bestätigen Sie eine Auswahl. Mit **OK** fügen Sie dem Segment in der Nachbearbeitung eine Markierung hinzu/entfernen sie.
4		Gibt die zuletzt aufgenommene Datei bzw. das zuletzt aufgenommene Bild wieder.
5		Startet/beendet die Aufnahme.

6		Startet die Wiedergabe der ausgewählten Datei. Gibt die Datei bei normaler (1facher) Geschwindigkeit wieder, wenn Zeitlupe, Rücklauf oder Schnellvorlauf aktiv sind.
7		Beendet die Wiedergabe. Beendet die Aufnahme.
8		Aktiviert den Rücklauf (2fach, 4fach, 8fach, 16fach, 32fach).
9		Ruft die vorherige Seite auf.
10		Blendet den Bildschirm zur Einstellung der Video/Schnappschuss-Qualität ein. Zum Verlassen noch einmal drücken.
11		(Folgen Sie den Bildschirmhinweisen)
12		(Folgen Sie den Bildschirmhinweisen)
13		(Folgen Sie den Bildschirmhinweisen)
14		Schaltet zwischen Component- und HDMI-Quellen um.
15		Zeigt Bildschirminformationen, inklusive Modus, Quelle und Audioquelle, an.
16		Verlässt die aktuelle Seite und kehrt zur vorherigen Seite zurück.
17		Nimmt einen Schnappschuss während des Spielens oder der Videowiedergabe auf.
18		Unterbricht die Wiedergabe. Mit **OK** oder setzen Sie die Wiedergabe fort. Unterbricht die Aufnahme.
19		Gibt das Video in Zeitlupe (1/2fach) wieder. Bei erneuter Betätigung gelangen Sie in den Bild-für-Bild-Modus (siehe Einzelheiten auf S. 27).
20		Aktiviert den Schnellvorlauf (2fach, 4fach, 8fach, 16fach, 32fach).
21		Ruft die nächste Seite auf.
22		Löscht die ausgewählten Dateien.
23		Zeigt Informationen zum Medium an. Zum Ausblenden noch einmal drücken.

Kapitel 3. Einrichtungsassistent

Wenn Sie die Capture Box das erste Mal einschalten, erscheint der Einrichtungsassistent. Folgende Schritte führen Sie durch die Erstkonfiguration.

- Denken Sie daran, zuvor eine Festplatte (intern oder extern) zu installieren und eine Verbindung zum Internet herzustellen.
- Bei der erstmaligen Initialisierung folgt nach kurzfristiger Anzeige eines schwarzen Bildschirms (circa 20 Sekunden) das AVerMedia-Logo. Die blinkende grüne Statusleuchte zeigt an, dass der **Game Capture HD II** startet. Bitte warten Sie, bis der Willkommensbildschirm erscheint.

Schritt 1
Sprache einstellen

Wenn die Willkommensseite erscheint, verwenden Sie zur Auswahl Ihrer bevorzugten Sprache ▲/▼. Drücken Sie zum Bestätigen **OK**.

Schritt 2
A/V-Durchschleifen

Es wird empfohlen, A/V-Durchschleifen auf **Ein** einzustellen.

Schritt 3 (1)

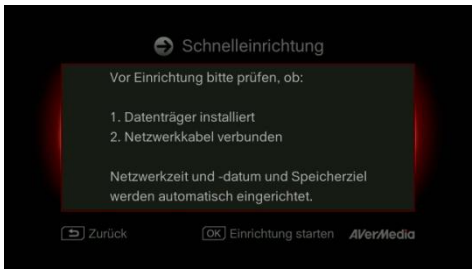
Erinnerung

Achten Sie darauf, dass eine NTFS-formatierte Festplatte angeschlossen oder im Gerät installiert ist. (Einzelheiten finden Sie in Kapitel 4.2)

Prüfen Sie die Netzwerkverbindung.

Drücken Sie zum Starten der Einrichtung **OK**.

Wir empfehlen einen Router, der DHCP-IP-Netzwerke unterstützt. Beachten Sie zur manuellen Verbindungseinrichtung auch Kapitel 6.2.



Schritt 3 (2)

Netzwerkverbindungsfehler

Falls Sie keine Verbindung zu einem gültigen Netzwerk hergestellt haben, wird eine kurze Meldung über eine fehlgeschlagene Netzwerkverbindung angezeigt.

Drücken Sie zum Fortfahren **OK**.

Rufen Sie mit BACK die vorherige Seite auf.

Schritt 4

Keine Festplatte erkannt

Falls Sie noch kein Speichergerät installiert haben, holen Sie dies nach, bevor Sie mit der Einrichtung fortfahren.

Drücken Sie dann zum Aufrufen des vorherigen Bildschirms BACK, führen Sie mit **OK** eine Festplattenprüfung durch.

Schritt 4 (2)
Einrichtungsassistenten abschließen

Sobald eine NTFS-formatierte Festplatte verbunden ist, zeigt eine Benachrichtigung an, dass die Einrichtung abgeschlossen ist.

Sie können nun direkt mit der Aufnahme und Erstellung von Schnappschüssen beginnen. Drücken Sie **OK**; dadurch verlassen Sie den Assistenten und können mit der Nutzung der **Capture Box** beginnen. Der Spielbildschirm erscheint.

Kapitel 4. Grundfunktionen

Dieses Kapitel beschreibt Gameplay-Aufnahme, Bilderfassung, das Hinzufügen von Sprachkommentaren zu Videos und die sofortige Dateiwiedergabe.

- Alle aufgenommenen Dateien oder Schnappschüsse werden automatisch im Standardzielpfad auf der Festplatte gespeichert. Einzelheiten finden Sie in Kapitel 6.

4.1 Aufnahme und Bilderfassung

Die Capture Box ermöglicht Ihnen Aufnahme, Bilderfassung und Hinzufügen von Sprachkommentaren zu Videos. Nachstehend folgen die Anweisungen.

Die *Capture Box* zeigt das Gameplay im Echtzeit- und Standardmodus. Sie können vom Standardechtzeitmodus in den Standardmodus wechseln. Rufen Sie Menü > Einstellungen > Anzeigemodus auf. (Einzelheiten finden Sie in Kapitel 6.2.)

Bildschirmmenü	Beschreibungen
	Sofortige Aufnahme während des Spielens Drücken Sie zum Aktivieren der sofortigen Aufnahme . Drücken Sie zum Beenden der Aufnahme noch einmal oder STOP.
	Unterbrechen und Fortsetzen der Aufnahme Sie können unerwünschtes Videomaterial überspringen und die Aufnahme fortsetzen. Nur von Ihnen aufgenommenes Videomaterial wird gespeichert; unerwünschte Clips werden automatisch übersprungen. Drücken Sie zum Unterbrechen der Aufnahme . Drücken Sie zum Fortsetzen der Aufnahme oder .

Schneller Schnappschuss während des Spielens

Drücken Sie zur Aufnahme des aktuellen Bildes .

Drücken Sie zum Aktivieren des kontinuierlichen Bildaufnahmemodus lange . Die Capture Box nimmt 5 Schnappschüsse auf einmal auf.

Sofortige Wiedergabe

Drücken Sie zur Wiedergabe der zuletzt aufgenommenen Datei bzw. zur Anzeige des zuletzt aufgenommenen Bildes RECALL .

Mit STOP beenden Sie die Wiedergabe.

Drücken Sie zum Vorwärtsspringen um 30 Sekunden ►.

Drücken Sie zum Rückwärtsspringen um 10 Sekunden ◄.

Bildaufnahme während der Videowiedergabe

Methode 1:

Drücken Sie zur Aufnahme des aktuellen Bildes .

Methode 2:

Schritt 1:

Drücken Sie zur Wiedergabe des Videos in Zeitlupe (1/2fach) SLOW. Drücken Sie zur Bild-für-Bild-Anzeige des Videos noch einmal SLOW.

oder

Drücken Sie zum Unterbrechen der Wiedergabe . Mit PAGE- rufen Sie das vorherige Einzelbild auf; mit PAGE+ gelangen Sie zum nächsten Einzelbild.

Schritt 2:

Drücken Sie zur Aufnahme des gewünschten Bildes .

Festplatteninformationen

Drücken Sie DISK INFO 2 und dann zur Anzeige der Festplatteninformationen **OK**. Zum Ausblenden noch einmal drücken.

4.2 Hinzufügen von Kommentaren

Dieser Abschnitt beschreibt, wie Sie Sprachkommentare zu Ihrer Videoaufnahme hinzufügen.

Anforderungen an Headset/Mikrofon:

Headset
Anschluss: 3,5-mm-Anschluss

Mikrofon
Frequenzreaktion: 20 – 16 kHz
Impedanz: 2,0 kΩ
Betriebsspannung: 3 V
Anschluss: 3,5-mm-Anschluss

Bildschirmmenü	Beschreibungen

Microphone On
1. Mix game sound and commentary.
2. Auto switch to the real-time display mode.
3. Remove the mic to turn it off.
OK 音量調整
F1 Usage Scenarios
AVerMedia

Mikrofon aktivieren (Microphone On)

Eine Anzeige erscheint, wenn Sie ein Mikrofon an die Capture Box anschließen. Ihr Kommentar wird nur aufgenommen, wenn Sie ● drücken.

Drücken Sie zur Aufnahme Ihres Gameplay mit Kommentar ●.

Drücken Sie zum Beenden der Aufnahme ● oder STOP ■.

- Falls während des Einrichtungsassistenten ein Headset oder Mikrofon angeschlossen wird, kann der Ton nur über Ihren Kopfhörer gehört werden und Anweisungen zum Kommentieren werden nicht angezeigt. Schließen Sie das Headset oder Mikrofon daher erst nach Abschluss des Einrichtungsassistenten ein, damit Sie den Kopfhörer/Mikrofon-Anweisungen folgen können.
- Alle hinzugefügten Kommentare werden mit dem Gameplay-Ton vermischt. Solange der Kopfhörer mit dem Gerät verbunden ist, werden all Ihre Kommentare und Hintergrundgeräusche aufgenommen. Denken Sie daher daran, die Aufnahme zu beenden und den Kopfhörer zu trennen, wenn keine Kommentare erforderlich sind.
- Falls das Mikrofon während der Aufnahme von der *Capture Box* getrennt oder daran angeschlossen wird, wird das Geräusch ebenfalls aufgezeichnet. Bitte trennen Sie das Mikrofon daher nicht während der Aufnahme.
- Die im Kommentartest ausgegebene Lautstärke kann leicht von der Lautstärke während der tatsächlichen Aufnahme abweichen. Sie sollten sich vorab mit Hilfe eines Mock-Tests mit der Aufnahmelautstärke vertraut machen.
- Es ist normal, dass Sie bei Aufnahme mit einer HDMI-Eingangsquelle Ihre eigene Stimme hören.
- Wenn Sie nur den Kopfhörer an der *Capture Box* anschließen, wird kein Bildschirmtext angezeigt.

Kapitel 5. Bildschirmmenü

Im Menü können Sie Ihre aufgenommenen Dateien und Schnappschüsse prüfen und verwalten sowie Ihre Präferenzen anpassen.

1	Restliche Aufnahmezeit	3	Netzwerkverbindung
2	GameMate-Verbindung	4	Aktuelle Uhrzeit

Bildschirmmenü

Beschreibungen

Grundfunktionen

Rufen Sie mit MENU das Menü auf.

Mit MENU oder BACK kehren Sie zum Spielbildschirm zurück.

Treffen Sie mit ▲/▼ Ihre Auswahl im Menü und drücken zum Aufrufen eines Untermenüs **OK**.

Treffen Sie im Untermenü mit ▲/▼ eine Auswahl und bestätigen diese mit **OK**. Mit BACK kehren Sie zur vorherigen Seite zurück.

Drücken Sie zum sicheren Auswerfen des

	Speichergerätes **F1**. *Die Ecke oben links zeigt Ihr aktuelles Standardspeichergerät und die verfügbare restliche Aufnahmezeit

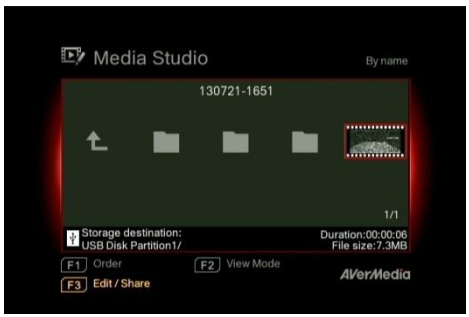
5.1 Aufnahmen/Schnappschüsse (Media Studio)

Im „Aufnahmen/Schnappschüsse (Media Studio)“ können Sie mit der Capture Box aufgenommene Videos und Schnappschüsse prüfen.

Aufnahmeformat:

Video	MP4 (Codec: H.264-Format mit AAC-Audio)
Bild	JPEG

- Wir empfehlen, nur mit der *Capture Box* aufgenommene Videos und Schnappschüsse anzusehen. Versuche, mit anderen Geräten (z. B. einer Kamera) aufgenommene Dateien an der *Capture Box* zu öffnen, scheitern höchstwahrscheinlich.

Bildschirmmenü	Beschreibungen
	**Navigation** Wählen Sie mit den Navigationstasten ◄/►/▲/▼ zwischen den Elementen. Drücken Sie zum Anordnen der Dateien nach Dateiname, Dateigröße oder Dateiformat **F1**. Mit **F2** wechseln Sie zwischen Listenmodus und Miniaturbildmodus. Drücken Sie zum Umbenennen, Bearbeiten oder Teilen der hervorgehobenen Datei **F3**. Mit PAGE+ rufen Sie die nächste Seite auf. Mit PAGE- kehren Sie zur vorherigen Seite zurück. Mit MENU gelangen Sie direkt zum Hauptmenü.

Videowiedergabe

Mit ▶ oder **OK** starten Sie die Wiedergabe des ausgewählten Videos.

Drücken Sie zum Unterbrechen der Wiedergabe ⏸ oder **OK**. Mit ▶ oder **OK** setzen Sie die Wiedergabe fort.

Drücken Sie zur Wiedergabe des Videos in Zeitlupe (1/2-fach) SLOW.

Drücken Sie zum Aktivieren des Rücklaufs bei 2-, 4-, 8-, 16-, 32-facher Geschwindigkeit REW.

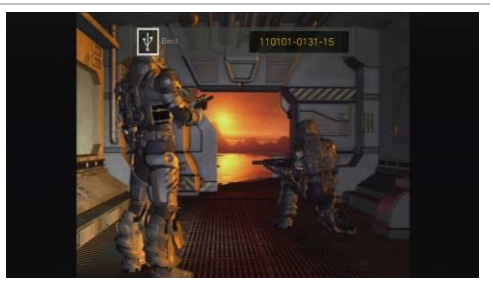
Drücken Sie zum Aktivieren des Schnellvorlaufs bei 2-, 4-, 8-, 16-, 32-facher Geschwindigkeit FF.

Drücken Sie zur Wiedergabe der Datei bei normaler Geschwindigkeit (1-fach) ▶, wenn Zeitlupe, Rücklauf oder Schnellvorlauf aktiviert ist.

Mit STOP beenden Sie die Wiedergabe.

Drücken Sie zur Anzeige der Wiedergabeinformationen, darunter Datenträger, Aufnahmeauflösung, Dauer, verstrichene und Restzeit sowie Dateiname, INFO.

* Es werden nur mit der Capture Box aufgenommene Videodateien unterstützt.



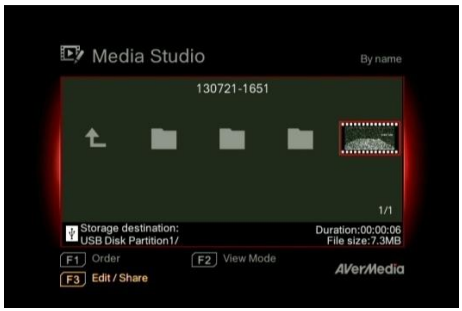
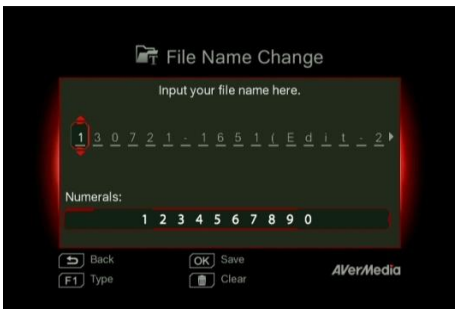
Schnappschüsse ansehen

Drücken Sie zum Betrachten des ausgewählten Bildes ▶ oder **OK**. Mit STOP oder BACK kehren Sie zurück.

* Es werden nur mit der Capture Box aufgenommene Bilddateien unterstützt.

5.1.1 Mit Capture Box aufgenommene Videos im Nachhinein bearbeiten

Dieser Abschnitt zeigt, wie Sie mit der Capture Box aufgenommene Videos schneiden, neu kombinieren und auf YouTube teilen.

Bildschirmmenü	Beschreibungen
	**Ein Video wählen** Wählen Sie mit den Navigationstasten ◄/►/▲/▼ die Datei, die Sie bearbeiten möchten.
	Bearbeiten / Teilen (Edit/ Share) Drücken Sie zum Bearbeiten oder Teilen des ausgewählten Videos **F3**.
	**Dateinamen ändern** Geben Sie Ihren Dateinamen ein, indem Sie mit den Navigationstasten ▲/▼ die gewünschten Buchstaben, Ziffern oder Symbole wählen. Mit den Navigationstasten ◄/► rufen Sie die nächste oder vorherige Stelle auf. Drücken Sie zum Umschalten zwischen Buchstaben, Ziffern und Symbolen **F1**. Mit BACK kehren Sie zum Abbrechen der von Ihnen durchgeführten Änderungen zurück. Mit **OK** speichern Sie den bearbeiteten Dateinamen. Mit DELETE löschen Sie alles.

Anleitung zur Bearbeitung (How to Edit)

Anweisungen zur Bearbeitung eines Videos erscheinen; drücken Sie zum Starten der Bearbeitung **OK**.

.

Bearbeitungsmodus

Sie können Ihr ausgewählten Video im Bearbeitungsmodus schneiden und neu kombinieren.

Zum Schneiden des Videos müssen Sie ein oder mehrere Segmente innerhalb des Videos erstellen.

Schritt 1:

Lokalisieren Sie eine Szene, indem Sie die gewünschte Szene mit den Richtungstasten oder ▶ suchen.

Sie können eine Szene auch mit Hilfe der Navigationstasten ▲/▼ nach einer spezifischen Stunden-, Minuten- und Sekundenangabe auf der linken Bildschirmseite suchen.

Drücken Sie **OK**, wenn Sie die Szene markieren bzw. die Markierung aufheben möchten.

Schritt 2:

Wiederholen Sie **Schritt 1** zur Erstellung eines Segments.

Drücken Sie zum Behalten oder Löschen des Segments **OK**.

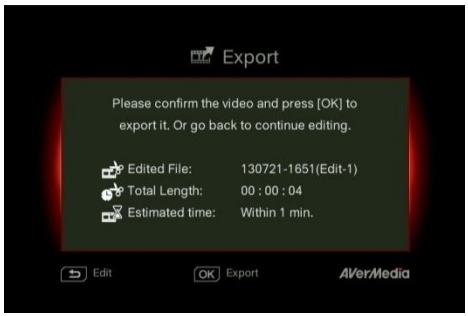
Mit **F1** wechseln Sie zwischen **Szene suchen** und **Segment**-Suche.

Drücken Sie zum Löschen aller im Video vorgenommenen Markierungen **F2**.

Mit **F3** exportieren Sie das Video.

Vorschau

Die Capture Box kombiniert die zum Behalten ausgewählten Segmente während der Bearbeitung automatisch neu.


Export
Please confirm the video and press [OK] to export it. Or go back to continue editing.
Edited File: 130721-1651(Edit-1)
Total Length: 00 : 00 : 04
Estimated time: Within 1 min.
Edit
OK Export
AVerMedia

Exportieren (Export)

Die geschätzte Zeit variiert je nach Datenträger. Die Dauer des Exports richtet sich nach dem verwendeten Speichergerät.

Drücken Sie zum Exportieren des Videos **OK**.

Mit BACK setzen Sie die Bearbeitung fort.

Bildschirmmenü

Beschreibungen

Exportiere…(Exporting...)

Die Leiste in der Mitte zeigt den Fortschritt des Videoexports und die geschätzte Dauer.

Klicken Sie zum Abbrechen des Exports auf .

Klicken Sie zum Ausblenden der Exportinformationen auf F1.

Verlassen (Exit)

Drücken Sie zum Verlassen des Bearbeitungsmodus **OK**.

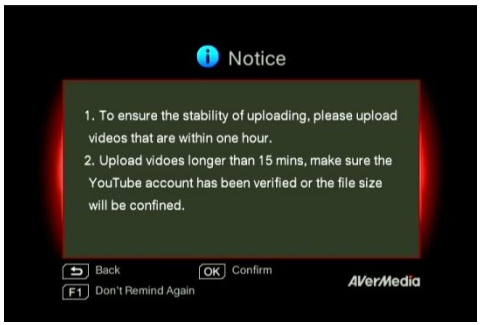
Drücken Sie zum Verlassen BACK

Mit F1 setzen Sie die Bearbeitung fort.

Bildschirmmenü	Beschreibungen

Videos auf YouTube teilen

Wählen Sie mit ▲/▼ die Aufgabe, die Sie ausführen möchten. Wählen Sie zum Teilen Ihrer Videos „Auf YouTube teilen (Share on YouTube)“.


Notice
1. To ensure the stability of uploading, please upload videos that are within one hour.
2. Upload vidoes longer than 15 mins, make sure the YouTube account has been verified or the file size will be confined.
Back
OK Confirm
F1 Don't Remind Again
AVerMedia

Auf YouTube teilen (Share on YouTube)

Bevor Sie Ihre aufgenommenen Videos auf YouTube teilen, müssen Sie:

1. Ein YouTube-Konto sowie einen persönlichen Kanal erstellen.
2. Ihren Desktop/Notebook-PC in Reichweite haben, falls Sie die Verifizierung Ihres YouTube-Kontos in zwei Schritten aktivieren.

Laden Sie zur Gewährleistung der Upload-Stabilität Videos mit einer Länge von maximal einer Stunde hoch.

Stellen Sie zum Hochladen von Videos mit einer Länge von mehr als 15 Minuten sicher, dass das YouTube-Konto verifiziert ist.

Mit BACK setzen Sie die Bearbeitung fort.

Drücken Sie zum Fortfahren des Upload **OK**.

Drücken Sie F1, wenn diese Erinnerung anschließend übersprungen werden soll.

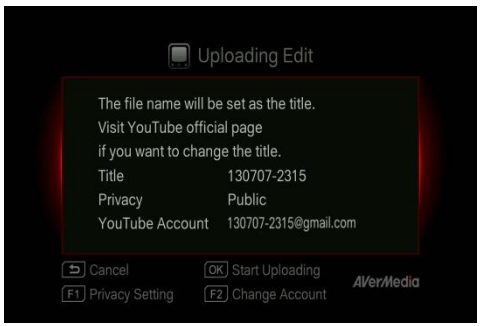
Konteneinrichtung

Wählen Sie mit ▲/▼ die Aufgabe, die Sie ausführen möchten.

Rufen Sie mit BACK den vorherigen Schritt auf.

Drücken Sie zum Bearbeiten von eMail oder Kennwort **OK**.

Mit **F1** speichern Sie die von Ihnen vorgenommenen Änderungen.



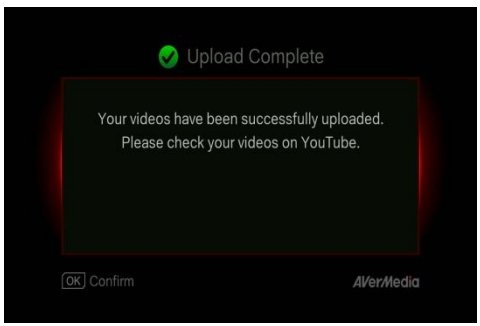
Bearbeitung vor dem Upload

Drücken Sie zum Zurückkehren zur letzten Seite .

Mit **OK** starten Sie den Upload.

Drücken Sie zum Einstellen der Privatsphäre **F1**.

Mit **F2** ändern Sie das Konto.



Upload abgeschlossen

Sie haben das Video erfolgreich hochgeladen.

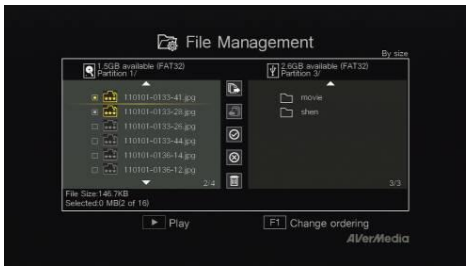
Sie können Ihren Videotitel auf YouTube bearbeiten.

Drücken Sie zum Bestätigen **OK**.

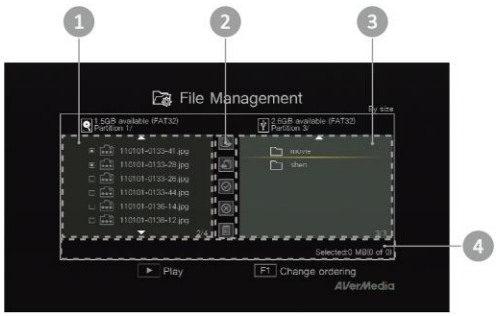
- Die empfohlene Länge eines einzelnen Videos beträgt weniger als 1 Stunde.
- Die Capture Box dient der Aufnahme und Erfassung von Medienmaterialien, die rechtlich ausschließlich dem Nutzer gehören bzw. durch ihn lizenziert sind. Das Hochladen von urheberrechtlich oder durch andere Gesetze geschützten Videos ist nicht erlaubt. YouTube kann das Konto zum Schutz von Urheberrechten einstellen.
- Wenn Sie Videos mit einer Länge von mehr als 15 Minuten hochladen möchten, muss das YouTube-Konto verifiziert werden. Weitere Einzelheiten finden Sie auf der YouTube-Website.
- Gelegentlich dauert es zwei bis drei Tage, bis Ihre Videos auf YouTube angezeigt werden. Bitte warten Sie einige Tage, falls Sie die hochgeladenen Videos nicht online sehen.

5.2 Dateiverwaltung (File Management)

„Dateimanagement (File Management)“ ermöglicht Ihnen das Verwalten der mit Hilfe der Capture Box aufgenommenen Videos und Schnappschüsse. Sie können Dateien zwischen der internen Festplatte und einem externen USB-Speichergerät kopieren und unerwünschte Dateien löschen. Stecken Sie zunächst Ihr Speichergerät (USB 2.0/3.0-Speichergerät / 2,5-Zoll-Festplatte im NTFS-Format) ein, bevor Sie dieses Untermenü aufrufen.

Bildschirmmenü	Beschreibungen
	**Partition wählen** Wählen Sie mit den Navigationstasten ◄/►/▲/▼ die Partition. Drücken Sie zum Wiedergeben des Videos ►. Mit **F1** ändern Sie die Dateianordnungsregel.

Dateiverwaltungsschnittstelle:

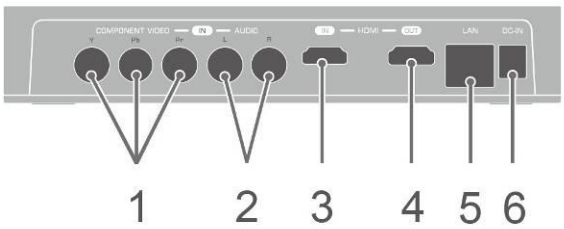


1	Eine Liste mit den Dateien auf der **internen Festplatte**
2	Eine Auswahl an Bearbeitungswerkzeugen
3	Eine Liste mit den Dateien auf dem **USB-Datenträger**
4	Informationsanzeigebereich

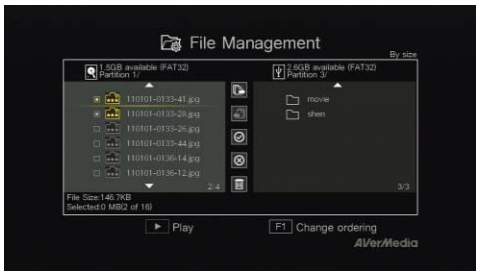
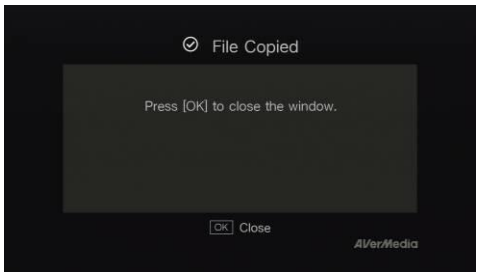
Beschreibungen zu den Bearbeitungswerkzeugen:

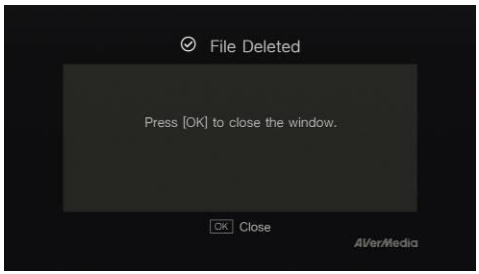
Nr.	Tasten	Beschreibungen
1		Dateien auf den USB-Datenträger kopieren
2		Dateien auf die interne Festplatte kopieren
3		Alles auswählen
4		Alles abwählen
5		Löschen

1.4.2 Rückansicht



1	Component-Videoeingang	4	HDMI-Ausgang
2	Audio-L/R-Eingang	5	LAN-Port
3	HDMI-Eingang	6	Netzeingang

Bildschirmmenü	Beschreibungen
	**Dateien von der internen Festplatte auf den USB-Datenträger kopieren** Schritt 1: Wählen Sie in der Liste auf der linken Seite mit ▲/▼ die Datei, die Sie auf den USB-Datenträger kopieren möchten. Mit **OK** wählen Sie ein Element aus/ab. Wählen Sie und drücken zur Auswahl aller Dateien **OK**. Wählen Sie und drücken zur Abwahl aller Dateien **OK**. Schritt 2: Wählen Sie und drücken zum Kopieren der ausgewählten Datei(en) auf den USB-Datenträger **OK**. Drücken Sie zum Abbrechen des Kopiervorgangs BACK. Schritt 3: Drücken Sie **OK**. **Befolgen Sie zum Kopieren von Dateien vom USB-Datenträger auf die interne Festplatte die obigen Schritte in umgekehrter Richtung.**
	*Falls die Datei vergleichsweise groß ist, drücken Sie zum Ausblenden des Kopier- oder Löschstatus F1.



Dateien löschen

Schritt 1:

Wählen Sie mit ▲/▼ die Datei(en), die Sie löschen möchten. Mit **OK** wählen Sie ein Element aus/ab.

Wählen Sie und drücken zur Auswahl aller Dateien **OK**.

Wählen Sie und drücken zur Abwahl aller Dateien **OK**.

Schritt 2:

Wählen Sie und drücken zum Entfernen der Datei aus der Liste **OK**.

oder

Drücken Sie an der Fernbedienung und entfernen die Datei anschließend mit **OK** aus der Liste.

Drücken Sie zum Abbrechen des Löschvorgangs BACK.

Schritt 3:

Drücken Sie **OK**.

USB-Speichergerät entfernen

Zur Vermeidung von Datenverlust empfehlen wir dringend, Ihr externes Speichergerät sicher auszuwerfen. Bitte befolgen Sie dazu die nachstehenden Schritte:

Schritt 1:

Drücken Sie DISK INFO an der Fernbedienung.

Schritt 2:

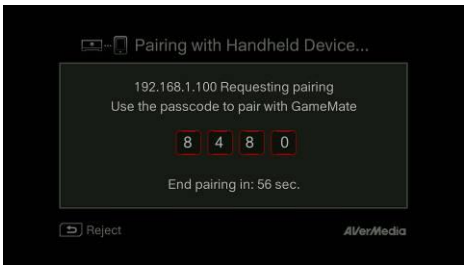
Drücken Sie zum Auswerfen **F2**.

Kapitel 6. Capture Box und GameMate von AVerMedia koppeln

GameMate von AVerMedia ist die spezielle App für Smartphones. Sie ermöglicht Ihnen die Nutzung Ihres Smartphones als Fernbedienung. Sie sind nur wenige Schritte von der Kopplung der Capture Box mit GameMate entfernt.

Bitte laden Sie zunächst GameMate von AVerMedia aus dem App Store herunter.

Stellen Sie zur erfolgreichen Kopplung sicher, dass sich Capture Box und GameMate dasselbe Netzwerk teilen. Dazu benötigen Sie auch einen WLAN-Zugangspunkt für GameMate. Stellen Sie sicher, dass das LAN richtig verbunden ist und Sie zur Kopplung bereit sind!

Bildschirmanzeige	Beschreibungen
	Wir empfehlen, dass sich Capture Box und GameMate einen WLAN-Zugangspunkt teilen. Tippen Sie nach Herunterladen von GameMate an Ihrem Smartphone auf GameMate. Sie sehen, dass GameMate nach verfügbaren Geräten sucht.
	Eine Kopplungsnummer erscheint am TV-Bildschirm.

Geben Sie den bereitgestellten vierstelligen Kopplungsnummer durch Antippen ein.

Bei erfolgreicher Kopplung mit der Capture Box sehen Sie GameMate wie links dargestellt.

Sie können die Verbindung von GameMate auch über das Menü (Menu) prüfen. Sie sehen das Zeichen im oberen Bereich des Menüs (Menu).

- Falls die Verbindung getrennt wird, starten Sie den WLAN-Zugangspunkt oder die Capture Box bitte neu und versuchen es noch einmal.

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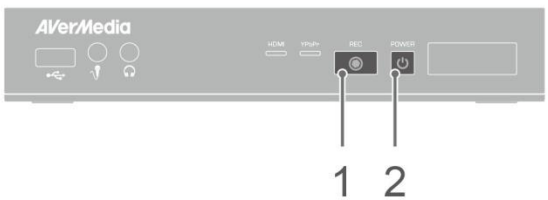
Capitolo 1. Componenti dell'unità

1.1 Pannello anteriore

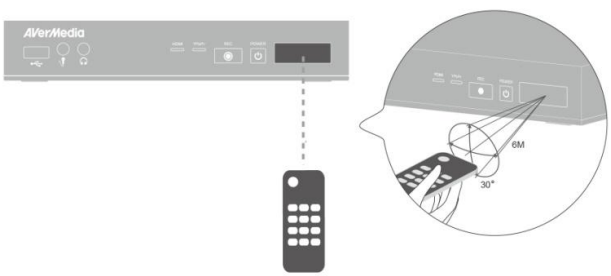
Il pannello del tasto, situato nella parte anteriore dell'unità, garantisce l'accesso rapido alle funzioni più utilizzate.



N. Tasti	Descrizioni
1	**Registra** Premere per avviare/arrestare la registrazione
2	**Accensione (Power)** Premere per accendere l'unità Tenere premuto il tasto per 4 secondi per forzare lo spegnimento di Capture Box

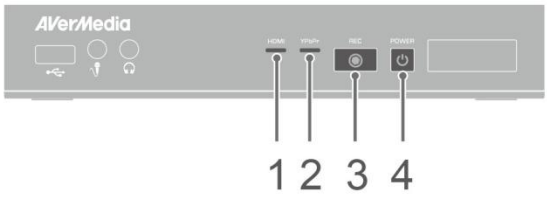
1.2 Sensore a infrarossi

Quando si utilizza il telecomando, puntarlo verso il sensore a infrarossi (IR) situato sul pannello anteriore dell'unità. Il telecomando deve essere tenuto ad un angolo di 30 gradi rispetto al sensore IR per il corretto funzionamento. La distanza tra il telecomando e il sensore non deve superare i 6 metri (20 piedi).



1.3 Indicatore LED

Gli indicatori LED sulla parte anteriore dell'unità mostrano lo stato del dispositivo.



1 Indicatore LED sorgente HDMI	2 Indicatore LED sorgente YPbPr
3 Indicatore LED stato Registrazione	4 Indicatore LED stato Accensione

Condizione	Sorgente	Registra	Accensione (Power)
Acceso			Acceso di colore verde
Pronto per registrazione/snapshot	Verde fisso		Verde fisso
Registrazione	Verde fisso	Lampeggio lento	Verde fisso
Scattare snapshot	Lampeggia in rosso una volta	Lampeggia in rosso una volta	Lampeggia in rosso una volta
Impossibile registrare/scattare snapshot	Verde fisso		Lampeggia continuamente in verde
Nessuna sorgente			Lampeggia continuamente in verde
Sorgente disponibile	Acceso di colore verde		
Spegnimento in corso	Verde fisso		Lampeggia continuamente in verde
Pass Through ON Durante lo spegnimento	Arancione fisso		
Interruzione registrazione	Rosso fisso	Rosso fisso	Rosso fisso
Fine registrazione in corso	Verde fisso	Lampeggia continuamente in rosso	Verde fisso

Condizione	Sorgente	Registra	Accensione (Power)
Spazio di archiviazione scarso	Verde fisso	Acceso con una cadenza lenta	Verde fisso
Il dispositivo non è pronto			Lampeggia continuamente in verde
Problemi quali mancanza di spazio di archiviazione/nessun segnale/contenuti protetti			Lampeggia continuamente in verde
Accettazione di un comando del telecomando			Lampeggia in verde una volta

Premere [F1] per ottenere lo stato dell'indicatore LED.

1.4 Porte di collegamento

1.4.1 Vista anteriore

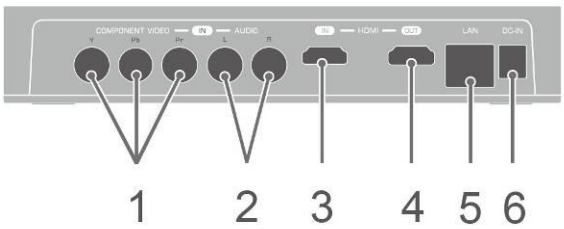
1 Slot USB

2 Ingresso MIC

3 Uscita cuffie

- Lo slot USB è per il dispositivo di archiviazione HDD esterno, oltre che per l'aggiornamento firmware tramite il dispositivo di archiviazione.
- L'hub USB non è supportato.
- Non vi è alcuna funzione o risposta quando si collega Capture Box al computer tramite USB.

1.4.2 Vista posteriore



1	Ingresso video component	4	Uscita HDMI
2	Ingresso L/R audio	5	Porta LAN
3	Ingresso HDMI	6	DC-IN

Capitolo 2. Telecomando

Le descrizioni di seguito mostrano l'utilizzo dei tasti sul telecomando.

.

#	Tasti	Descrizioni
1		Premere per accendere/mettere in standby l'unità.
2		Premere per accedere al menu principale. Premere di nuovo per uscire.
3		Premere i tasti di navigazione per spostarsi tra le opzioni. Premere **OK** per confermare una selezione. Premere **OK** per selezionare/deselezionare il segmento in fase di post-editing.
4		Premere per riprodurre l'ultimo file registrato o visualizzare l'ultima immagine acquisita.
5		Premere per avviare/arrestare la registrazione.

6		Premere per avviare la riproduzione del file selezionato. Premere per riprodurre il file a velocità normale (1x) quando sono attivi slow motion, riavvolgimento o avanzamento rapido.
7		Premere per arrestare la riproduzione. Premere per arrestare la registrazione.
8		Premere per riavvolgere (2x, 4x, 8x, 16x, 32x).
9		Premere per tornare alla pagina precedente.
10		Premere per visualizzare la schermata di regolazione della qualità video/istantanea. Premere di nuovo per uscire.
11		(Attenersi alle istruzioni sullo schermo)
12		(Attenersi alle istruzioni sullo schermo)
13		(Attenersi alle istruzioni sullo schermo)
14		Premere per passare tra le sorgenti Component e HDMI.
15		Premere per visualizzare le informazioni su schermo, tra cui modalità, sorgente e sorgenti audio.
16		Premere per uscire dalla pagina attuale e tornare alla pagina precedente.
17		Premere per scattare una instantanea durante il gioco o la riproduzione video.
18		Premere per interrompere la riproduzione. Premere **OK** o per riprendere la riproduzione. Premere per interrompere la riproduzione.
19		Premere per riprodurre il video in slow motion (1/2x). Premere di nuovo per accedere alla modalità fotogramma per fotogramma (vedere p. 27 per i dettagli).
20		Premere per avanzare rapidamente (2x, 4x, 8x, 16x, 32x).
21		Premere per andare alla pagina successiva.
22		Premere per eliminare i file selezionati.
23		Premere per visualizzare le informazioni sul disco. Premere di nuovo per nasconderle.

Capitolo 3. Installazione guidata

La prima volta che si accende l'unità Capture Box, viene visualizzata l'installazione guidata. Le seguenti procedure guidano l'utente attraverso la procedura di configurazione iniziale.

- Assicurarsi di installare un disco rigido (interno o esterno) e di connettersi previamente a Internet.
- Per la prima inizializzazione, una breve schermata nera (circa 20 secondi) è seguita dal logo AVerMedia. La spia di stato verde lampeggiante indica che **Game Capture HD II** è in fase di avvio. Attendere che appaia la schermata di benvenuto.

Fase 1
Impostazione della lingua

Quando appare la pagina di benvenuto, utilizzare ▲/▼ per selezionare la lingua preferita. Premere **OK** per confermare.

Fase 2
Pass Through A/V.

Si consiglia di portare Pass Through A/V su **ON.**

Fase 3 (1)

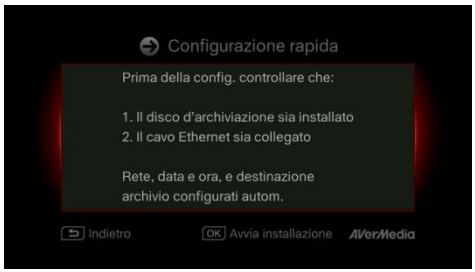
Promemoria

Assicurarsi che un disco rigido con formattazione NTFS sia collegato o installato sul dispositivo (per i dettagli, consultare il Capitolo 4.2).

Controllare la connessione di rete.

Premere **OK** per avviare la configurazione.

Si consiglia di utilizzare un router che supporti la rete IP DHCP. Inoltre, consultare il Capitolo 6.2 per la configurazione della connessione manuale.


Configurazione rapida
Prima della config. controllare che:
1. Il disco d'archiviazione sia installato
2. Il cavo Ethernet sia collegato
Rete, data e ora, e destinazione archivio configurati autom.
Indietro
OK Avvia installazione
AVerMedia

Fase 3 (2)

Errore di connessione di rete

Se non ci si è connessi ad una rete valida, viene visualizzato un breve risultato dell'errore di connessione di rete.

Premere **OK** per continuare.

Premere BACK per tornare alla pagina precedente.

Fase 4

Nessun disco rigido rilevato

Se non si è ancora installato un dispositivo di archiviazione, installarlo prima di procedere con l'installazione.

Quindi, premere BACK per andare alla schermata precedente e premere **OK** per eseguire la procedura di verifica del disco.

Fase 4 (2)

Termine dell'installazione guidata

Una volta collegato un disco rigido con formattazione NTFS, viene visualizzato un avviso di impostazioni completate.

È possibile avviare la registrazione e scattare immediatamente istantanee. Premere **OK** per uscire dalla procedura guidata e iniziare ad usare **Capture Box**. Viene quindi visualizzata la schermata del gioco.

Capitolo 4. Operazioni di base

Il presente capitolo guida l'utente alla registrazione del gioco, all'acquisizione di immagini, all'aggiunta di commenti vocali ai video e alla riproduzione immediata di file.

- I file o gli snapshot registrati vengono salvati automaticamente sulla destinazione predefinita del disco rigido. Per i dettagli, consultare il capitolo 6.

4.1 Registrazione e acquisizione

Capture Box consente di registrare, acquisire e aggiungere commenti vocali ai video. Le istruzioni sono fornite di seguito.

Capture Box visualizza il gioco in modalità tempo reale e standard. È possibile passare dalla modalità tempo reale predefinita alla modalità standard. Andare a Menu> Impostazioni> Modalità di visual. (per i dettagli, fare riferimento al capitolo 6.2).

Menu OSD	Descrizioni
	Registrazione immediata durante il gioco Premere per attivare la registrazione immediata. Premere di nuovo o per arrestare la registrazione.
	Interruzione e ripresa della registrazione È possibile saltare le riprese video indesiderate e riprendere la registrazione. Solo le riprese registrate vengono salvate, mentre i clip saltati vengono automaticamente eliminati. Premere per interrompere la registrazione. Premere o per continuare la registrazione.

Istantanea rapida durante il gioco

Premere per acquisire l'immagine corrente. Premere a lungo per attivare la modalità di acquisizione continua. Capture Box effettua 5 snapshot per volta.

Riproduzione immediata

Premere RECALL per riprodurre l'ultimo file registrato o visualizzare l'ultima immagine acquisita.

Premere STOP per arrestare la riproduzione.

Premere ► per saltare in avanti di 30 secondi.

Premere ◄ per saltare all'indietro di 10 secondi.

Acquisizione immagini durante la riproduzione video

Metodo 1:

Premere per acquisire l'immagine corrente.

Metodo 2:

Fase 1:

Premere SLOW per riprodurre il video al rallentatore (1/2x). Premere di nuovo SLOW per visualizzare il video fotogramma per fotogramma.

oppure

Premere per mettere in pausa la riproduzione. Premere PAGE- per passare al fotogramma precedente; premere PAGE+ per passare al fotogramma successivo.

Fase 2:

Premere per acquisire l'immagine voluta.

Informazioni sul disco

Premere DISC INFO, quindi premere **OK** per visualizzare le informazioni sul disco. Premere di nuovo per nasconderle.

4.2 Aggiunta di commenti

Questa sezione mostra come aggiungere commenti vocali alla registrazione video.

Requisiti per cuffie/microfono:

Cuffie
Connettore: jack da 3,5 mm

Microfono
Risposta in frequenza: 20-16 kHz
Impedenza: 2,0 KΩ
Tensione di esercizio: 3 V
Connettore: jack da 3,5 mm

Menu OSD	Descrizioni

Microphone On
1. Mix game sound and commentary.
2. Auto switch to the real-time display mode.
3. Remove the mic to turn it off.
OK 音量調整
F1 Usage Scenarios
AVerMedia

Microfono attivo (Microphone On)

Viene visualizzato un OSD se si è collegato il microfono a Capture Box. Il commento viene registrato solo premendo .

Premere per registrare il gioco con commento.

Premere o STOP per arrestare la registrazione.

- Se le cuffie o il microfono vengono inseriti durante l'installazione guidata, l'audio può essere ascoltato solo dalle cuffie e le istruzioni sui commenti vocali non vengono visualizzate. Quindi, collegare cuffie o microfono al termine dell'installazione guidata, in modo da osservare le istruzioni per cuffie/microfono.
- Tutti i commenti aggiunti verranno mixato con l'audio del gioco. Inoltre, finché le cuffie sono collegate al dispositivo, verranno registrati tutti i commenti e l'audio di sottofondo. Ricordarsi, pertanto, di arrestare la registrazione e scollegare le cuffie se non sono necessari commenti.
- Se il microfono è scollegato/collegato a Capture Box durante la registrazione, anche l'audio viene registrato. Evitare di scollegare il microfono durante la procedura di registrazione.
- Il volume che si sente nel test di commento potrebbe essere leggermente diverso dalla registrazione effettiva. Si consiglia di eseguire previamente un test di simulazione per acquisire familiarità con il volume registrato.
- È normale ascoltare la propria voce quando si registra con una sorgente di ingresso HDMI.
- Non viene visualizzato alcun OSD quando si collegano solo le cuffie a Capture Box.

Capitolo 5. Menu OSD

Nel menu, è possibile selezionare e gestire i file e gli snapshot registrati, nonché personalizzare le preferenze.

1 Tempo restante per la registrazione	3 Connessione di rete
2 Connessione a GameMate	4 Ora attuale

Menu OSD	Descrizioni
	Operazioni di base Premere MENU per visualizzare il menu. Premere MENU o BACK per tornare alla schermata del gioco. Usare ▲/▼ per effettuare la selezione sul menu e **OK** per accedere ad un sottomenu. Nel sottomenu, usare ▲/▼ per effettuare la selezione **OK** per confermare. Premere BACK per tornare alla pagina precedente.

	Premere **F1** per rimuovere in modo sicuro il dispositivo di archiviazione. *Nell'angolo superiore sinistro viene visualizzato il dispositivo di archiviazione predefinito e il tempo restante per la registrazione disponibile

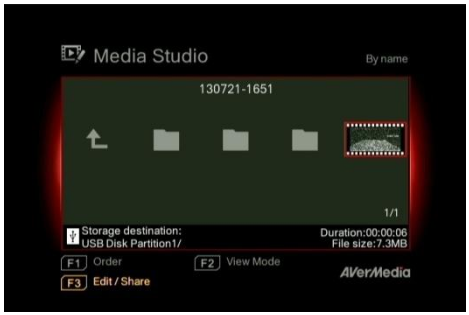
5.1 Registrazioni e snapshot (Media Studio)

È possibile selezionare registrazioni e snapshot acquisiti da Capture Box in “Registrazioni e snapshot (Media Studio)”.

Formato di acquisizione:

Video	MP4 (Codec: formato H.264 con audio AAC)
Immagine	JPEG

- Si consiglia di visualizzare solo video e snapshot registrati da Capture Box. È molto probabile che non si riesca ad aprire i file presenti in altri dispositivi (ad esempio, una fotocamera) su Capture Box.

Menu OSD	Descrizioni
	**Spostamento** Usare i tasti di spostamento ◄/►/▲/▼ per selezionare tra le voci. Premere **F1** per ordinare i file per nome, dimensioni o formato. Premere **F2** per passare tra la modalità elenco e la modalità miniature. Premere **F3** per rinominare, modificare e condividere il file evidenziato. Premere PAGE+ per andare alla pagina successiva. Premere PAGE- per tornare alla pagina precedente. Premere MENU per accedere direttamente al menu principale.

Riproduzione video

Premere ▶ o **OK** per avviare la riproduzione del video selezionato.
Premere ⏸ o **OK** per mettere in pausa la riproduzione. Premere ▶ o **OK** per riprendere la riproduzione.
Premere SLOW per riprodurre il video al rallentatore (1/2x).
Premere REW per riavvolgere a 2x, 4x, 8x, 16x, 32x.
Premere FF per andare avanti rapidamente a 2x, 4x, 8x, 16x, 32x.
Premere ▶ per riprodurre il file a velocità normale (1x) quando è attiva la funzione rallentatore, indietro veloce o avanti veloce.
Premere STOP per arrestare la riproduzione.
Premere INFO per visualizzare le informazioni di riproduzione, tra cui disco di archiviazione, risoluzione di registrazione, durata, tempo trascorso e restante, e nome file.
* Sono supportati solo i file video acquisiti da Capture Box.

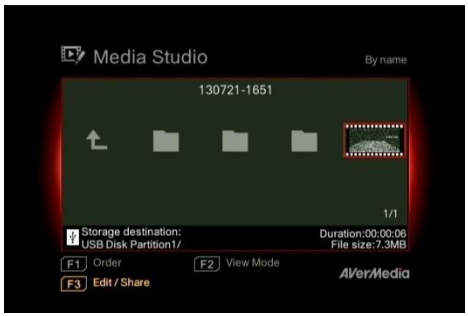
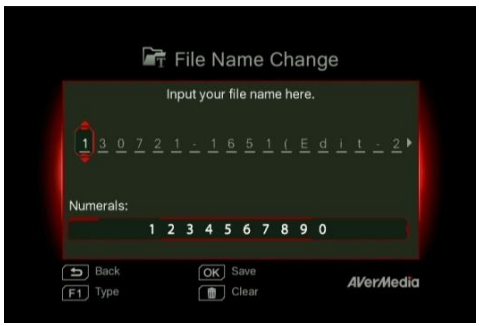
Visualizzazione di snapshot

Premere ▶ o **OK** per visualizzare l'immagine selezionata. Premere STOP o BACK per tornare indietro.

* Sono supportati solo i file immagine acquisiti da Capture Box.

5.1.1 Post-editing di video registrati con Capture Box

Questa sezione mostra come tagliare, ricombinare e condividere video su YouTube registrati da Capture Box.

Menu OSD	Descrizioni
	**Selezione di un video** Selezionare il file da modificare tramite i tasti di spostamento ◄/►/▲/▼.
	Modifica/ Condividi (Edit/ Share) Premere **F3** per modificare o condividere il video selezionato.
	**Nome file cambiato** Immettere il nome file con i tasti di spostamento ▲/▼ per selezionare caratteri, numeri o simboli. Usare i tasti di spostamento ◄/► per andare al successivo/all'ultimo carattere. Premere **F1** per passare tra caratteri, numeri e simboli. Premere BACK per tornare indietro e annullare la modifica apportata. Premere **OK** per salvare il nome file modificato. Premere DELETE per cancellare tutto.

Come modificare (How to Edit)

Quando vengono visualizzate istruzioni su come modificare un video, premere **OK** per avviare la modifica.

Modalità di modifica

In Modalità di modifica è possibile tagliare e ricombinare il video selezionato.

Per tagliare il video, è necessario creare uno o più segmenti all'interno del video.

Fase 1:

Per individuare una scena, usare i tasti di direzione o ▶ per cercare la scena.

È inoltre possibile usare i tasti di spostamento ▲/▼ per cercare la scena in base all'ora, i minuti e i secondi specifici sul lato sinistro della schermata.

Premere **OK** per selezionare o deselezionare la scena.

Fase 2:

Ripetere la **Fase 1** per creare un segmento.

Premere **OK** per mantenere o eliminare il segmento.

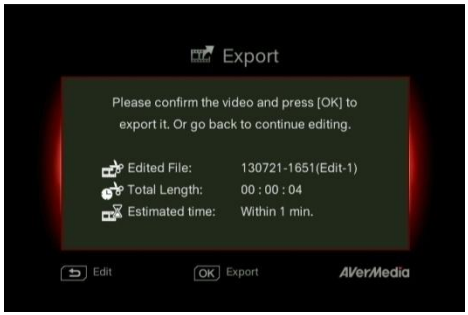
Premere **F1** per passare tra **Cerca scena** e ricerca **Segmento**.

Premere **F2** per cancellare tutte le selezioni effettuate sul video.

Premere **F3** per esportare il video.

Anteprima

Capture Box ricombina automaticamente i segmenti scelti per mantenerli durante l'editing.


Export
Please confirm the video and press [OK] to export it. Or go back to continue editing.
Edited File: 130721-1651(Edit-1)
Total Length: 00 : 00 : 04
Estimated time: Within 1 min.
Edit
OK Export
AVerMedia

Esporta (Export)

Il tempo stimato varia in base ai diversi dischi di archiviazione. Per il tempo di esportazione, fare riferimento all'uso effettivo del disco di archiviazione.

Premere **OK** per esportare il video.

Premere BACK per continuare l'editing.

Menu OSD	Descrizioni
	Esportazione... (Exporting…) La barra centrale mostra lo stato dell'esportazione video e il tempo stimato. Fare clic su per annullare l'esportazione. Fare clic su F1 per nascondere le informazioni di esportazione.

Esci (Exit)

Premere **OK** per uscire dalla modalità di editing.

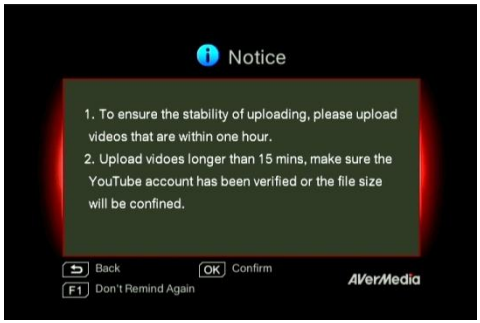
Premere BACK per uscire.

Premere F1 per continuare l'editing.

Menu OSD	Descrizioni

Condivisione di video su YouTube

Usare ▲/▼ per selezionare l'operazione da eseguire. Selezionare 'Condividi su YouTube (Share on YouTube)' per condividere i video.


Notice
1. To ensure the stability of uploading, please upload videos that are within one hour.
2. Upload vidoes longer than 15 mins, make sure the YouTube account has been verified or the file size will be confined.
Back
OK Confirm
F1 Don't Remind Again
AVerMedia

Condividi su YouTube (Share on Youtube)

Prima di condividere i video registrati su YouTube, assicurarsi di:

1. Creare un account YouTube e un canale personale.
2. Utilizzare PC/notebook per attivare la verifica in due fasi dell'account YouTube.

Per garantire la stabilità di upload, caricare i video che durano meno di una ora.

Assicurarsi che l'account YouTube sia verificato per caricare video che durano oltre 15 minuti.

Premere BACK per continuare l'editing.

Premere **OK** per continuare l'upload.

Premere F1 per saltare in seguito questo promemoria.

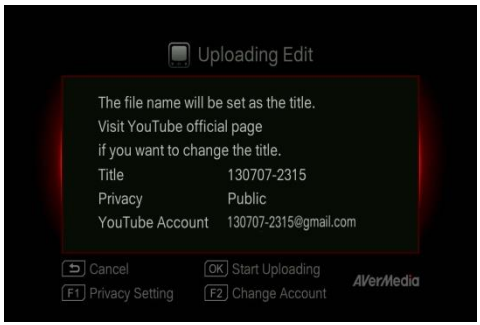
Configurazione dell'account

Usare ▲/▼ per selezionare l'operazione da eseguire.

Premere BACK per tornare all'ultimo livello.

Premere **OK** per modificare e-mail o password.

Premere **F1** per salvare le modifiche apportate.



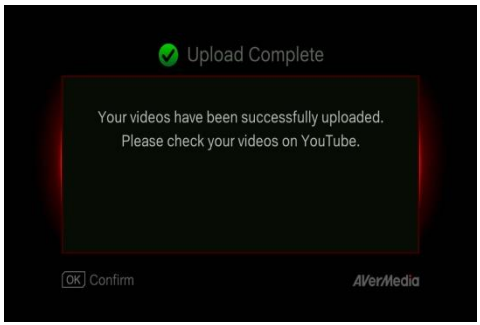
Editing prima dell'upload

Premere per tornare all'ultima pagina.

Premere **OK** per avviare l'upload.

Premere **F1** per impostare la privacy.

Premere **F2** per modificare l'account.



Completamento dell'upload

Il video è stato caricato correttamente.

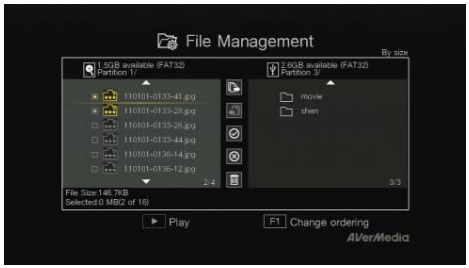
È possibile modificare il titolo del video su YouTube.

Premere **OK** per confermare.

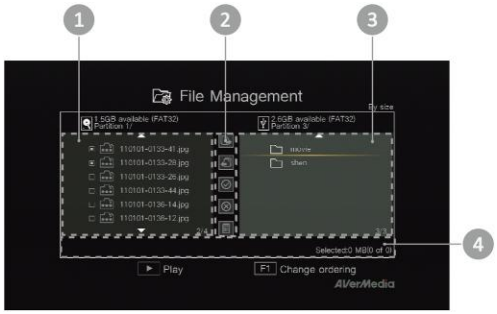
- La durata consigliata di ciascun video deve essere inferiore a 1 ora.
- Capture Box è destinato alla registrazione e all'acquisizione solo dei materiali multimediali che sono giuridicamente di proprietà o concessi in licenza dall'utente. Non è consentito caricare video protetti da copyright e altre leggi. YouTube potrebbe chiudere l'account per la protezione del copyright.
- È necessaria la verifica dell'account YouTube quando si caricano video di durata superiore a 15 minuti. Per ulteriori dettagli, fare riferimento al sito web YouTube.
- A volte, la visualizzazione di video su YouTube potrebbe richiedere da due a tre giorni. Attendere qualche giorno se i video caricati online non vengono visualizzati.

5.2 Gestione file (File Management)

"Gestione file (File Management)" consente di gestire video e snapshot acquisiti da Capture Box. È possibile copiare file tra il disco rigido interno e il dispositivo di archiviazione USB esterno, nonché eliminare i file indesiderati. Prima di accedere al sottomenu, inserire il dispositivo di archiviazione (dispositivo di archiviazione USB 2.0/3.0 / HDD da 2,5" in formato NTFS).

Menu OSD	Descrizioni
	**Selezione di una partizione** Usare i tasti di spostamento ◄/►/▲/▼ per selezionare la partizione. Premere ► per riprodurre il video. Premere **F1** per modificare la regola di ordinamento dei file.

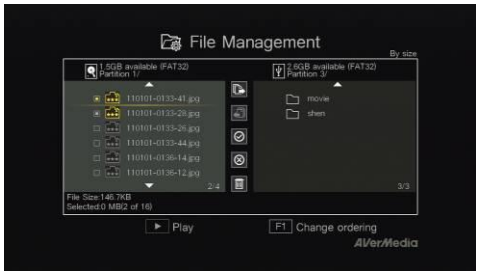
Interfaccia utente di Gestione file:

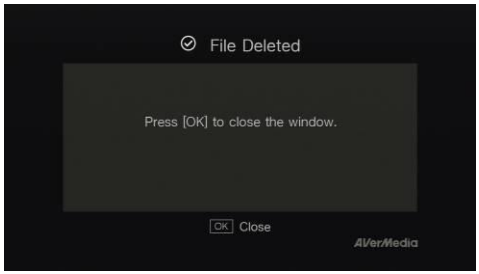


1	Elenco di visualizzazione dei file presenti nel **disco rigido interno**
2	Un set di strumenti di editing
3	Elenco di visualizzazione dei file presenti nel **disco USB**
4	Area di visualizzazione informazioni

Descrizione degli strumenti di editing:

N.	Tasti	Descrizioni
1		Copia i file sul disco USB
2		Copia i file sul disco rigido interno
3		Seleziona tutto
4		Deseleziona tutto
5		Elimina

Menu OSD	Descrizioni
	**Copia di file dall'HDD interno al disco USB** Fase 1: Nell'elenco a sinistra, usare ▲/▼ per evidenziare il file da copiare sul disco USB. Premere **OK** per selezionare/deselezionare una voce. Selezionare e premere **OK** per selezionare tutti i file. Selezionare e premere **OK** per deselezionare tutti i file. Fase 2: Selezionare e premere **OK** per copiare i file selezionati sul disco USB. Premere BACK per annullare la copia dei file in corso. Fase 3: Premere **OK**. **La copia dei file dal disco USB all'HDD interno funziona in modo opposto rispetto a quanto menzionato in precedenza.** *Se il file è relativamente di grandi dimensioni, premere F1 per nascondere lo stato di copia o eliminazione.
	Eliminazione di file Fase 1: Usare ▲/▼ per evidenziare i file da eliminare. Premere **OK** per selezionare/deselezionare una voce. Selezionare e premere **OK** per selezionare tutti i file.



Selezionare e premere **OK** per deselezionare tutti i file.

Fase 2:

Selezionare e premere **OK** per rimuovere il file dall'elenco.

oppure

Premere sul telecomando, quindi premere **OK** per rimuovere il file dall'elenco.

Premere BACK per annullare l'eliminazione dei file in corso.

Fase 3:

Premere **OK**.

Rimozione del dispositivo di archiviazione USB

Per evitare la perdita di dati, si consiglia di rimuovere in modo sicuro il dispositivo di archiviazione esterno. Si prega di attenersi alle seguenti procedure:

Fase 1:

Premere DISK INFO sul telecomando.

Fase 2:

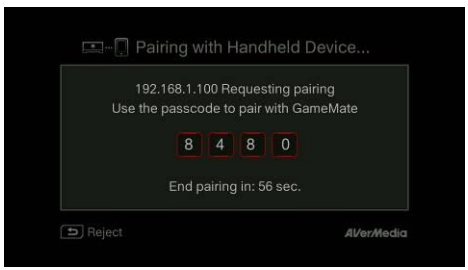
Premere **F2** per rimuoverlo.

Capitolo 6. Accoppiamento di Capture Box e GameMate by AVerMedia

GameMate by AVerMedia è un'app dedicata per smartphone, che consente di utilizzare lo smartphone come telecomando. Con poche procedure è possibile accoppiare Capture Box e GameMate.

Prima scaricare GameMate by AVerMedia dall'App Store.

Per una accoppiamento corretto, assicurarsi che Capture Box e GameMate siano sulla stessa rete. A tal fine, è necessario un access point wireless per GameMate. Assicurarsi che la LAN sia connessa per essere pronti per l'accoppiamento!

OSD	Descrizioni
	Si consiglia che Capture Box e GameMate condividano l'AP wireless. Dopo il download di GameMate, toccare su GameMate sullo smartphone. GameMate cercherà il dispositivo disponibile.
	Sullo schermo del televisore viene visualizzato un set di numeri di accoppiamento.

Sync Setup
Pairing request from:
AVerMedia Game Capture II
Please enter the passcode displayed on your Game Capture HD II for pairing.
Input...
1 2 3 4 5 6 7 8 9 0
space
return

Toccare per immettere correttamente il numero di accoppiamento a quattro cifre fornito.

GameMate viene visualizzato come mostrato a sinistro al termine dell'accoppiamento corretto con Capture Box.

È inoltre possibile controllare la connessione di GameMate da Menu. Nel livello superiore di Menu, viene visualizzato il simbolo .

- Se si perde la connessione, riavviare l'AP wireless o Capture Box e riprovare.

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1.2 Sensor de infrarrojos 2
1.3 Indicador LED 3
1.4 Puertos de conexión 4
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5.1 Grabaciones e instantáneas (Media Studio) 16
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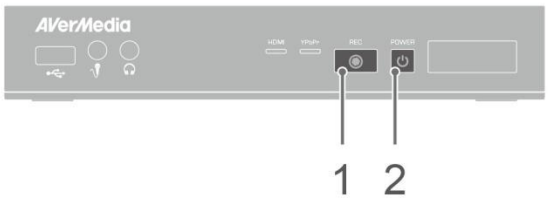
Capítulo 1. Partes de la unidad

1.1 Panel frontal

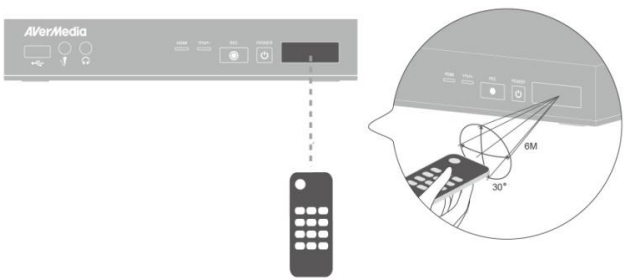
El panel de botones que se encuentra en la parte frontal de la unidad proporciona acceso rápido a las funciones que se utilizan con mucha frecuencia.



Nº Botones	Descripciones
1	**Grabar** Presione este botón para iniciar y detener la grabación.
2	**Alimentación (Power)** Presione este botón para encender la unidad. Mantenga presionado el botón durante 4 segundos para forzar el apagado de su Capture Box.

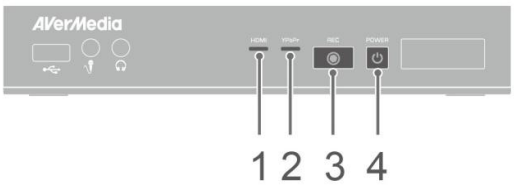
1.2 Sensor de infrarrojos

Cuando utilice el mando a distancia, apunte con él al sensor de infrarrojos (IR) que se encuentra en el panel frontal de la unidad. El mando a distancia debe mantenerse con un ángulo de 30 grados perpendicular al sensor de infrarrojos para que funcione correctamente. La distancia entre el mando a distancia y el sensor debe ser inferior a 6 metros (aprox. 20 pies).



1.3 Indicador LED

Los indicadores LED situados en la parte frontal de la unidad muestran el estado del dispositivo.



1	Indicador LED de la fuente HDMI	2	Indicador LED de la fuente YPbPr
3	Indicador LED del estado de grabación	4	Indicador LED del estado de alimentación

Condición	Fuente	Grabación	Alimentación (Power)
Encendido			Se ilumina permanentemente en verde
Preparado para grabar o capturar instantánea	Verde permanente		Verde permanente
Grabando	Verde permanente	Respirando	Verde permanente
Tomar una instantánea	Parpadea en rojo una vez	Parpadea en rojo una vez	Parpadea en rojo una vez
No se puede grabar o capturar instantánea	Verde permanente		Parpadea en verde continuamente
No hay fuente			Parpadea en verde continuamente
Fuente disponible	Se ilumina permanentemente en verde		
Apagado en curso	Verde permanente		Parpadea en verde continuamente
Paso a través ACTIVADO Durante el apagado	Naranja permanente		
Pausar la grabación	Rojo permanente	Rojo permanente	Rojo permanente
Finalización de grabación en curso	Verde permanente	Parpadea en rojo continuamente	Verde permanente

Condición	Fuente	Grabación	Alimentación (Power)
Espacio de almacenamiento escaso	Verde permanente	Se ilumina a un ritmo lento	Verde permanente
El dispositivo no está preparado			Parpadea en verde continuamente
Problemas como falta de almacenamiento, no hay señal o contenido protegido			Parpadea en verde continuamente
Aceptando un comando del mando a distancia			Parpadea en verde una vez

Presione [F1] para obtener el estado del indicador luminoso LED.

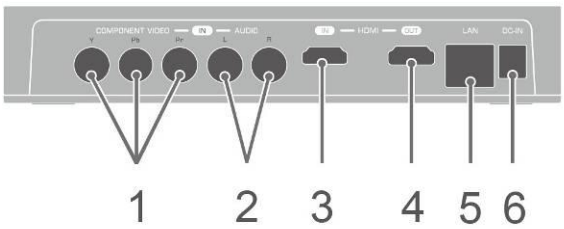
1.4 Puertos de conexión

1.4.1 Vista frontal

1	Ranura USB	3	Salida de auriculares
2	Entrada MIC		

- La ranura USB se utiliza para conexiones de dispositivos de almacenamiento de disco duro externos así como para actualizar el firmware a través de un dispositivo de almacenamiento.
- No se admiten concentradores USB.
- No hay función o respuesta cuando su Capture Box se conecta al equipo a través de USB.

1.4.2 Vista posterior



1	Entrada de vídeo de componentes	4	Salida HDMI
2	Entrada de audio I/D	5	Puerto LAN
3	Entrada HDMI	6	ENTRADA DE CC

Capítulo 2. El mando a distancia

Las descripciones siguientes muestran el desarrollo de los botones del mando a distancia.

Nº	Botones	Descripciones
1		Presionen este botón para encender la unidad o activar el modo de espera en la misma.
2		Presione este botón para acceder al menú principal. Presiónelo de nuevo para salir.
3		Presione los botones de navegación para moverse por las opciones. Presione **OK (Aceptar)** para confirmar una selección. Presione **OK (Aceptar)** para marcar o anular la marca un segmento en posedición.
4		Presione este botón para reproducir el último archivo grabado o ver la última imagen capturada.
5		Presione este botón para iniciar y detener la grabación.

6		Presione este botón para iniciar la reproducción del archivo seleccionado. Presione este botón para reproducir el archivo a velocidad normal (1x) cuando hay movimiento lento, rebobinar o cuando el avance rápido está activo.
7		Presione este botón para detener la reproducción. Presione este botón para detener la grabación.
8		Presione este botón para rebobinar (2x, 4x, 8x, 16x y 32x).
9		Presione este botón para volver a la página anterior.
10		Presione este botón para mostrar la pantalla de ajuste de la calidad de vídeo o instantánea. Presiónelo de nuevo para salir.
11		(Siga las instrucciones que aparezcan en pantalla)
12		(Siga las instrucciones que aparezcan en pantalla)
13		(Siga las instrucciones que aparezcan en pantalla)
14		Presione este botón para cambiar entre las fuentes Componente y HDMI.
15		Presión este botón para mostrar la información en pantalla, incluido el modo, la fuente y las fuentes de audio.
16		Presione este botón para salir de la página actual y volver a la página anterior.
17		Presione este botón para tomar una instantánea durante el desarrollo del juego o mientras se reproduce vídeo.
18		Presione este botón para pausar la reproducción. Presione u **OK (Aceptar)** para reanudar la reproducción. Presione este botón para pausar la grabación.
19		Presione este botón para reproducir el vídeo lentamente (1/2x). Presiónelo de nuevo para entrar en el modo de fotograma a fotograma (consulte la página 27 para obtener detalles).
20		Presione este botón para avanzar rápidamente (2x, 4x, 8x, 16x y 32x).
21		Presione este botón para ir a la página siguiente.
22		Presione este botón para eliminar los archivos seleccionados.
23		Presione este botón para mostrar la información del disco. Presiónelo de nuevo para ocultarla.

Capítulo 3. Asistente de instalación

La primera vez que encienda la unidad Capture Box, se mostrará el asistente de instalación. Los siguientes pasos le guiarán en el proceso de configuración inicial.

- Asegúrese de instalar una unidad de disco duro (interna o externa) y conectarla a Internet previamente.
- La primera vez que inicie la unidad, aparecerá una pantalla con fondo negro (aproximadamente durante 20 segundos) y, a continuación, se mostrará el logotipo de AVerMedia. La luz de estado verde parpadeante indica que **Game Capture HD II** se está iniciando. Espere hasta que aparezca la pantalla de bienvenida.

Paso 1
Configuración del idioma

Cuando aparezca la página de bienvenida, utilice ▲/▼ para seleccionar el idioma que desee. Presione **OK (Aceptar)** para confirmar.

Paso 2
Conector A/V

Se recomienda que el conector A/V esté en posición **ON (Encendido)**.

Paso 3 (1)

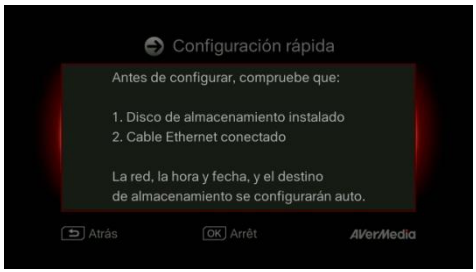
Recordatorio

Asegúrese de que una unidad de disco duro con formato NTFS está conectada o instalada en el dispositivo. (Para obtener más información, consulte el Capítulo 4.2)

Compruebe la conexión de la red.

Presione **OK (Aceptar)** para iniciar la instalación.

Se recomienda utilizar un enrutador que admita la red IP de DHCP. Consulte el Capítulo 6.2 para obtener información sobre la configuración de la conexión manual.



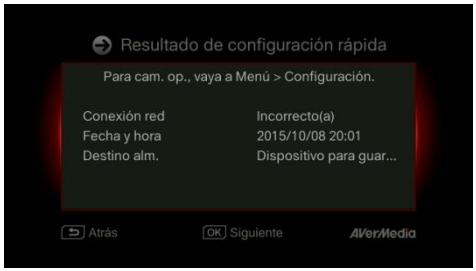
Paso 3 (2)

Error de conexión de la red

Si no se ha conectado a una red válida, se mostrará brevemente un mensaje de error de conexión de la red.

Presione **OK (Aceptar)** para continuar.

Presione BACK para volver a la página anterior.



Paso 4

No se ha detectado ninguna unidad de disco duro

Si todavía no ha instalado ningún dispositivo de almacenamiento, hágalo antes de continuar con el proceso de instalación.

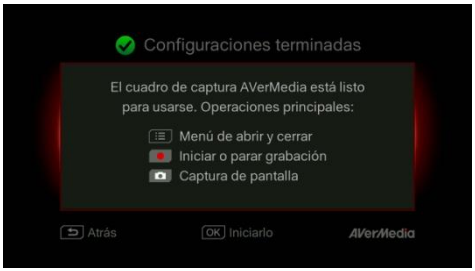
A continuación presione BACK para ir a la pantalla anterior y presione **OK (Aceptar)** para ejecutar el proceso de comprobación de disco.

Paso 4 (2)

Finalización del asistente de instalación

Una vez conectada una unidad de disco duro con formato NTFS, se mostrará un aviso de instalación finalizada.

Puede empezar a grabar y tomar instantáneas cuando desee. Presione **OK (Aceptar)** para salir del asistente y empezar a utilizar **Capture Box**. Se mostrará la pantalla de juegos.



Capítulo 4. Funcionamiento básico

En este capítulo se enseña cómo grabar el desarrollo del juego, capturar imágenes, agregar comentarios por voz a vídeos y reproducir archivos instantáneamente.

- Todos los archivos o instantáneas grabadas se guardarán en el destino de la unidad de disco duro predeterminado automáticamente. Consulte el capítulo 6 para obtener detalles.

4.1 Grabar y capturar

Su Capture Box le permite grabar, capturar y agregar comentarios de voz a los vídeos. A continuación se indican las instrucciones.

Su Capture Box muestra el desarrollo del juego en tiempo real y en modo estándar. Puede cambiar el modo en tiempo real predeterminado al modo estándar. Vaya a Menú > Configuración > Modo de visualización. (Consulte el capítulo 6.2 para obtener detalles.)

Menú OSD	Descripciones
	Grabación instantánea durante el desarrollo del juego Presione para activar la grabación instantánea. Presione de nuevo o STOP para detener la grabación.
	Pausar y reanudar la grabación Puede pasar por alto secuencias de vídeo que no desee y reanudar la grabación. Solamente las secuencias de vídeo grabadas se guardarán y los clips omitidos se eliminarán automáticamente. Presione para pausar la grabación. Presione o para continuar con la grabación.

Instantánea rápida durante el desarrollo del juego

Presione para capturar la imagen actual.
Presione prolongadamente para activar el modo de captura continuo. Su Capture Box tomará 5 instantáneas simultáneamente.

Reproducción instantánea

Presione RECALL para reproducir el último archivo grabado o ver la última imagen capturada.
Presione STOP para detener la reproducción.
Presione ► para avanzar 30 segundos directamente.
Presione ◄ para retroceder 10 segundos directamente.

Captura de imagen durante la reproducción de vídeo

Método 1:

Presione para capturar la imagen actual.

Método 2:

Paso 1:
Presione SLOW para reproducir el vídeo lentamente (1/2x). Presione SLOW de nuevo para ver el vídeo fotograma a fotograma.
o
Presione para pausar la reproducción.
Presione PAGE- para ir al fotograma anterior;
presione PAGE+ para ir al fotograma siguiente.

Paso 2:
Presione para capturar la imagen deseada.

Información del disco

Presione DISCINFO y, a continuación, **OK** para mostrar la información del disco. Presiónelo de nuevo para ocultarla.

4.2 Agregar comentarios

En esta sección se muestra cómo se agregan comentarios de voz a la grabación de vídeo.

Requisitos para auriculares y micrófono:

Auriculares
Conector: conector de 3,5 mm

Micrófono
Respuesta de frecuencia: 20-16 kHz
Impedancia: 2,0 KΩ
Voltaje de funcionamiento: 3 V
Conector: conector de 3,5 mm

Menú OSD	Descripciones

Microphone On
1. Mix game sound and commentary.
2. Auto switch to the real-time display mode.
3. Remove the mic to turn it off.
OK 音量調整
F1 Usage Scenarios
AVerMedia

Micrófono encendido (Microphone On)

Se mostrará un menú OSD si conecta el micrófono a su Capture Box. Los comentarios solamente se grabarán si presiona ●.

Presione ● para grabar el desarrollo del juego con comentarios.

Presione ● o STOP ■ para detener la grabación.

- Si enchufa unos auriculares o un micrófono durante el asistente de configuración, solamente se podrá escuchar sonido en los auriculares y no se mostrarán las instrucciones sobre los comentarios de voz. Por tanto, enchufe unos auriculares o un micrófono después de completar el asistente de configuración para seguir las instrucciones de dichos auriculares o micrófono.
- Todos los comentarios agregados se mezclarán con el sonido del juego. Asimismo, mientras los auriculares estén conectados al dispositivo, todos los comentarios y el sonido de fondo se grabarán. Por tanto, recuerde detener la grabación y desconectar los auriculares cuando no necesite comentarios.
- Si el micrófono se desconecta o conecta a su Capture Box durante la grabación, el sonido también se grabará. Evite desenchufar el micrófono durante el proceso de grabación.
- El volumen que escuche en la prueba de comentarios puede ser ligeramente diferente a la grabación real. Es recomendable que realice una prueba previamente para familiarizarse con el volumen grabado.
- Es normal escuchar su propia voz cuando grabe con la fuente de entrada HDMI.
- No se mostrará ningún menú OSD cuando solamente conecte los auriculares a su Capture Box.

Capítulo 5. Menú OSD

En el menú puede comprobar y administrar los archivos y las instantáneas grabados así como personalizar sus preferencias.

1	Tiempo restante de grabación	3	Conexión de red
2	Conectarse a GameMate	4	Hora actual

Menú OSD	Descripciones
	Funcionamiento básico Presione MENU para abrir el menú. Presione MENU o BACK para volver a la pantalla de juego. Utilice los botones ▲/▼ para realizar una selección en el menú y Seleccionar **OK** para entrar en un submenú. En el submenú, utilice los botones ▲/▼ para realizar una selección y Seleccionar **OK** para confirmar la selección. Presione BACK para volver a la página anterior.

	Presione **F1** para quitar de forma segura el dispositivo de almacenamiento. *En la esquina superior izquierda se muestra el dispositivo de almacenamiento predeterminado actual y el tiempo de grabación restante disponible

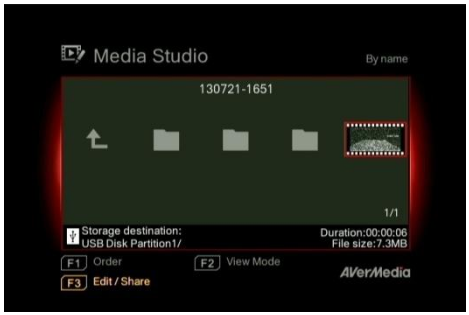
5.1 Grabaciones e instantáneas (Media Studio)

Puede comprobar tanto las grabaciones como las instantáneas capturadas por su Capture Box en "Grabaciones e instantáneas (Media Studio)".

Formato de captura:

Vídeo	MP4 (códec: formato H.264 con audio AAC)
Imagen	JPEG

- Es recomendable que vea solamente vídeos e instantáneas grabados por su Capture Box. Si intenta abrir archivos grabados y capturados por otros equipos (como por ejemplo una cámara) en su Capture Box, es muy posible que la operación no se pueda realizar.

Menú OSD	Descripciones
	**Navegación** Utilice los botones de navegación ◄/►/▲/▼ para realizar selecciones entre los elementos. Presione **F1** para ordenar los archivos por nombre, tamaño o formato. Presione **F2** para cambiar entre el modo de lista y el modo de miniaturas. Presione **F3** para cambiar el nombre del archivo resaltado, editarlo o compartirlo. Presione PAGE+ para ir a la página siguiente. Presione PAGE- para volver a la página anterior. Presione MENU para acceder directamente al menú principal.

Reproducción de vídeo

Presione ▶ o Seleccionar **OK** para iniciar el vídeo seleccionado.

Presione ⏸ o Seleccionar **OK** para pausar la reproducción. Presione ▶ o Seleccionar **OK** para reanudar la reproducción.

Presione SLOW para reproducir el vídeo lentamente (1/2x).

Presione REW para rebobinar a una velocidad de 2x, 4x, 8x, 16x o 32x.

Presione FF para avanzar rápidamente a una velocidad de 2x, 4x, 8x, 16x o 32x.

Presione ▶ para reproducir el archivo a velocidad normal (1x) cuando hay movimiento lento, rebobinar o cuando el avance rápido está activo.

Presione STOP para detener la reproducción.

Presione INFO para mostrar información de la reproducción, como por ejemplo el disco de almacenamiento, la resolución de grabación, la duración, el tiempo transcurrido y restante, y el nombre del archivo.

* Solamente se admiten los archivos de vídeo capturados por su Capture Box

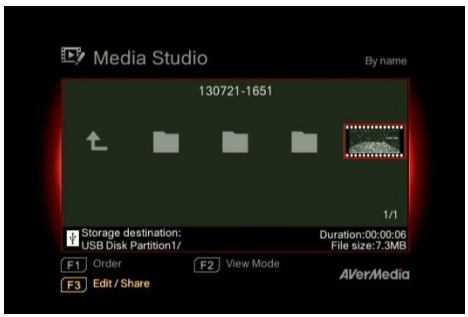
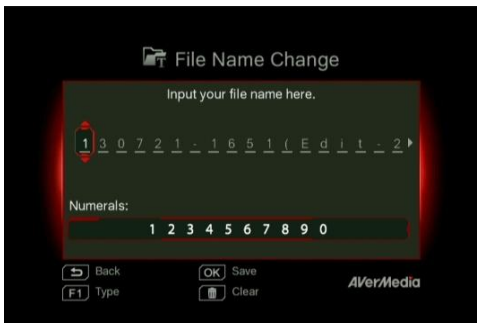
Visualización de instantáneas

Presione ▶ o Seleccionar **OK** para ver la imagen seleccionada. Presione STOP o BACK para volver.

* Solamente se admiten los archivos de imagen capturados por su Capture Box.

5.1.1 Poseditar vídeos grabados con su Capture Box

En esta sección se muestra cómo cortar, recombinar y compartir vídeos en YouTube grabados por su Capture Box.

Menú OSD	Descripciones
	**Seleccionar un vídeo** Seleccione el archivo que desea editar utilizando los botones de navegación ◄/►/▲/▼.
	Editar/Compartir (Edit/Share) Presione **F3** para editar o compartir el vídeo seleccionado.
	**Cambiar el nombre de archivo** Especifique el nombre de archivo utilizando los botones de navegación ▲/▼ para seleccionar caracteres, números o símbolos. Utilice los botones de navegación ◄/► para ir al último carácter o al siguiente. Presione **F1** para cambiar entre caracteres, números y símbolos. Presione BACK para volver y cancelar el cambio realizado. Presione Seleccionar **OK** para guardar el nombre de archivo editado. Presione DELETE para borrar todo.

Cómo editar (How to Edit)

Se mostrará una instrucción sobre cómo editar un vídeo. Presione Seleccionar **OK** para iniciar la edición.

Modo Editar

Puede cortar y recombinar el vídeo seleccionado en Modo Editar.

Para cortar el vídeo, necesitará crear uno o varios segmentos dentro del vídeo.

Paso 1:

Para buscar una escena, utilice los botones de dirección o ▶ para buscar la escena.

Puede utilizar los botones de navegación ▲/▼ para buscar una escena por una hora, un minuto y un segundo específicos en la parte izquierda la pantalla.

Presione Seleccionar **OK** para marcar o desmarcar la escena.

Paso 2:

Repita el **Paso 1** para crear un segmento.

Presione Seleccionar **OK** para conservar o eliminar el segmento.

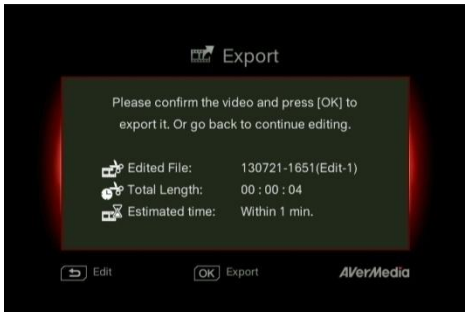
Presione **F1** para cambiar entre el tipo de búsqueda **Buscar escena** y **Segmento**.

Presione **F2** para borrar todas las marcas realizadas en el vídeo.

Presione **F3** para exportar el vídeo.

Vista previa

Su Capture Box recombina automáticamente los segmentos que elija conservar durante la edición.


Export
Please confirm the video and press [OK] to export it. Or go back to continue editing.
Edited File: 130721-1651(Edit-1)
Total Length: 00 : 00 : 04
Estimated time: Within 1 min.
Edit
OK Export
AVerMedia

Exportar (Export)

El tiempo estimado varía en función de los discos de almacenamiento. Remita el tiempo de exportación al uso real del disco de almacenamiento.

Presione Seleccionar **OK** para exportar el vídeo.

Pulse BACK para continuar con la edición.

Menú OSD	Descripciones

Exportando...(Exporting...)

La barra del medio muestra el progreso de la exportación del vídeo y el tiempo estimado.

Haga clic en para cancelar la exportación.

Haga clic en F1 para ocultar la información de exportación.

Salir (Exit)

Presione Seleccionar **OK** para salir del modo de edición.

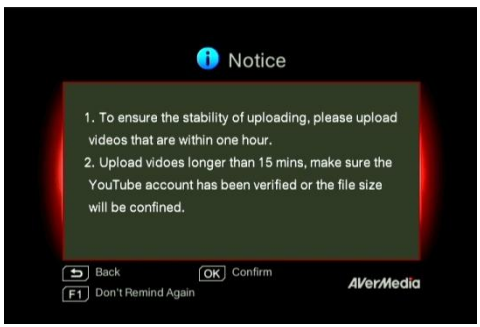
Presione BACK para salir.

Pulse F1 para continuar con la edición.

Menú OSD	Descripciones

Compartir vídeos en YouTube

Utilice ▲/▼ para seleccionar la tarea que desea llevar a cabo. Seleccione 'Compartir en YouTube (Share on YouTube)' para compartir sus vídeos.


Notice
1. To ensure the stability of uploading, please upload videos that are within one hour.
2. Upload vidoes longer than 15 mins, make sure the YouTube account has been verified or the file size will be confined.
Back
OK Confirm
F1 Don't Remind Again
AVerMedia

Compartir en YouTube (Share on YouTube)

Antes de compartir los vídeos grabados en YouTube, asegúrese de que:

1. Ha creado una cuenta de YouTube así como un canal personal.
2. Tiene su equipo de sobremesa o portátil junto a usted si activa la verificación de dos pasos de su cuenta de YouTube.

Para garantizar la estabilidad de carga, cargue vídeos que no duren más de una hora.

Asegúrese de que la cuenta de YouTube está verificada para cargar vídeos que no duran más de 15 minutos.

Presione BACK para continuar con la edición.

Presione Seleccionar **OK** para continuar con la carga.

Presione F1 para omitir este recordatorio en lo sucesivo.

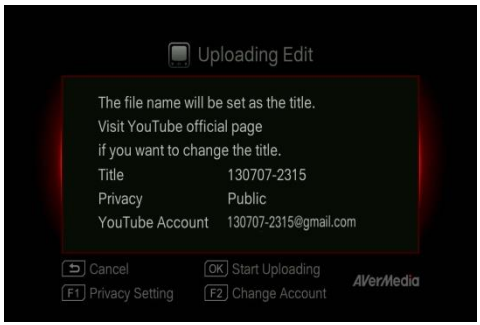
Configurar la cuenta

Utilice ▲/▼ para seleccionar la tarea que desea llevar a cabo.

Presione BACK para volver al último nivel.

Presione Seleccionar **OK** para editar el correo electrónico o la contraseña.

Presione **F1** para guardar el cambio realizado.



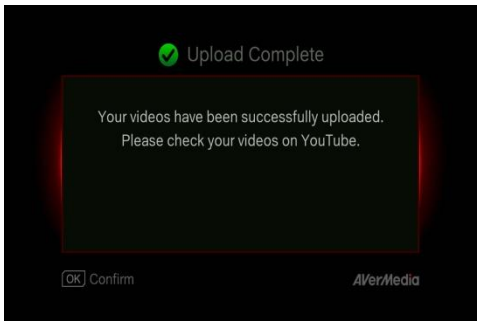
Editar antes de cargar

Presione para volver a la última página.

Presione Seleccionar **OK** para iniciar la carga.

Presione **F1** para establecer la privacidad.

Presione **F2** para cambiar la cuenta.



Carga completada

El vídeo se ha cargado correctamente.

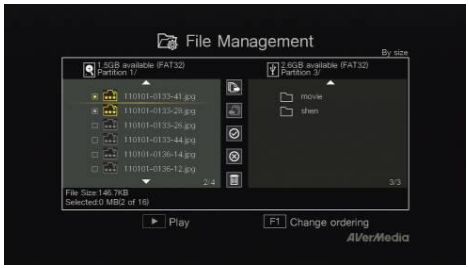
Puede editar el título de vídeo en YouTube.

Presione Seleccionar **OK** para confirmar.

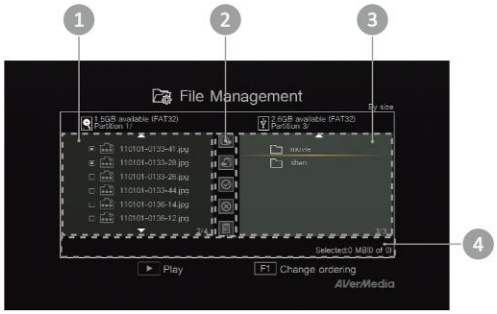
- La longitud recomendada de cada vídeo debe ser inferior a 1 hora.
- Su Capture Box se ha diseñado para grabar y capturar materiales multimedia cuyos derechos de autor o licencia solamente posee el usuario. No se permite cargar vídeos protegidos por leyes de propiedad intelectual y otras leyes. YouTube puede cerrar la cuenta por motivos de protección de propiedad intelectual.
- Es necesario realizar la verificación de cuenta de YouTube cuando se carga un vídeo con una duración inferior a 15 minutos. Consulte el sitio Web de YouTube para obtener más detalles.
- Ocasionalmente, los vídeos pueden tardar de dos a tres días en mostrarse en YouTube. Espere unos pocos días si no ve los vídeos cargados en Internet.

5.2 Administración de archivos (File Management)

La opción “Administración de archivos (File Management)” le permite administrar vídeos e instantáneas capturados por su Capture Box. Puede copiar archivos entre la unidad de disco duro interna y el dispositivo de almacenamiento USB externo, así como eliminar archivos que ya no necesite. Antes de entrar en este submenú, inserte el dispositivo de almacenamiento (dispositivo de almacenamiento USB 2.0/3.0 o unidad de disco duro de 2,5” con el formato NTFS).

Menú OSD	Descripciones
	**Seleccionar partición** Utilice los botones de navegación ◄/►/▲/▼ para seleccionar la partición. Presione ► para reproducir el vídeo. Presione **F1** para cambiar la regla de ordenación de archivos.

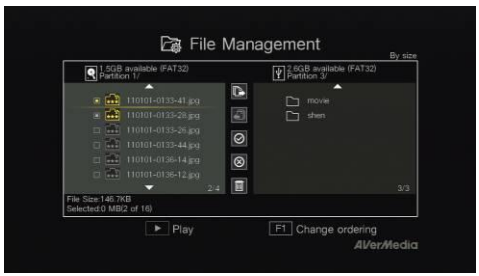
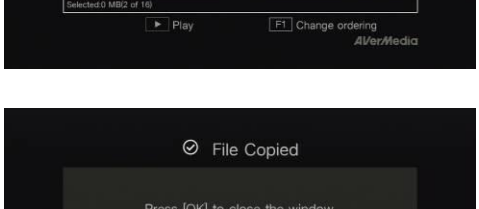
Interfaz de usuario de la administración de archivos:

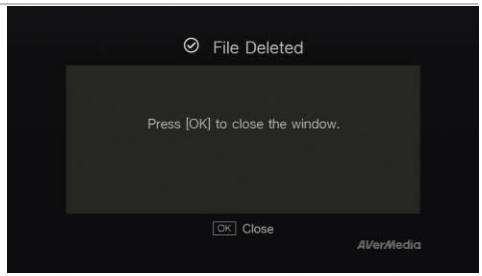


1	Lista que muestra los archivos que se encuentran en la **unidad de disco duro interna**
2	Conjunto de herramientas de edición
3	Lista que muestra los archivos que se encuentran en el **disco USB**
4	Área de visualización de información

Descripciones de las herramientas de edición:

Nº Botones		Descripciones
1		Copiar archivos al disco USB
2		Copiar archivos al disco duro interno
3		Seleccionar todo
4		No seleccionar nada
5		Eliminar

Menú OSD	Descripciones
	**Copiar archivos desde la unidad de disco duro interna al disco USB** Paso 1: En la lista de la izquierda, utilice los botones ▲/▼ para resaltar el archivo que desea copiar en el disco USB. Presione Seleccionar **OK** para seleccionar un elemento o anular la selección del mismo. Seleccione y presione Seleccionar **OK** para seleccionar todos los archivos. Seleccione y presione Seleccionar **OK** para anular la selección de todos los archivos. Paso 2: Seleccione y presione Seleccionar **OK** para copiar los archivos seleccionados al disco USB. Presione BACK para cancelar la copia de archivos en curso. Paso 3: Presione Seleccionar **OK**. **La copia de archivos desde el disco USB al disco duro interno funciona al contrario a como se describió anteriormente.** *Si el archivo grande, presione F1 para ocultar el estado de copia o de eliminación.
	
	Eliminar archivos Paso 1: Utilice los botones ▲/▼ para resaltar los archivos que desea eliminar. Presione Seleccionar **OK** para seleccionar un elemento o anular la selección del mismo. Seleccione y presione Seleccionar **OK** para seleccionar todos los archivos. Seleccione y presione Seleccionar **OK** para anular la selección de todos los archivos.



Paso 2:

Seleccione y presione Seleccionar **OK** para quitar el archivo de la lista.

o

Presione el botón del mando a distancia y, a continuación, presione Seleccionar **OK** para quitar el archivo de la lista.

Presione BACK para cancelar la eliminación de archivos en curso.

Paso 3:

Presione Seleccionar **OK**.

Quitar el dispositivo de almacenamiento USB

Para evitar la pérdida de datos, es muy recomendable quitar el dispositivo de almacenamiento externo de forma segura. Siga los pasos que se indican a continuación:

Paso 1:

Presione el botón DISK INFO del mando a distancia.

Paso 2:

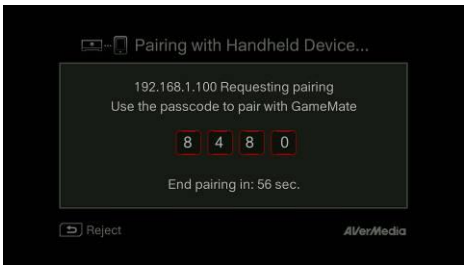
Presione **F2** para quitarlo.

Capítulo 6. Asociar su Capture Box y GameMate de AVerMedia

GameMate de AVerMedia es la aplicación dedicada para teléfonos inteligentes. Permite utilizar el teléfono inteligente como mando a distancia. Solo necesita unos pocos pasos para asociar su Capture Box a GameMate.

En primer lugar, descargue GameMate de AVerMedia de la tienda de aplicaciones.

Para que la asociación se realice correctamente, asegúrese de que su Capture Box y GameMate comparten la misma red. Para ello, también necesitará un punto de acceso inalámbrico para GameMate. Asegúrese de que la LAN está bien conectada y ¡estará preparado para realizar la asociación!

OSD	Descripciones
	Es recomendable que su Capture Box y GameMate compartan un PA inalámbrico. Después de descargar GameMate, toque GameMate en el teléfono inteligente. Verá que GameMate busca un dispositivo disponible.
	Se mostrará un número de asociación en la pantalla del televisor.

Sync Setup
Pairing request from:
AVerMedia Game Capture II
Please enter the passcode displayed on your Game Capture HD II for pairing.
Input...
1 2 3 4 5 6 7 8 9 0
space
return

Pulse para introducir el número de asociación de cuatro dígitos proporcionado correctamente.

Verá GameMate tal y como se muestra a la izquierda cuando la asociación se realice correctamente con su Capture Box.

También puede comprobar la conexión de GameMate desde Menú (Menu). Verá el icono en el nivel superior de Menú (Menu).

- Si la conexión se pierde, reinicie el PA inalámbrico o su Capture Box e inténtelo de nuevo.

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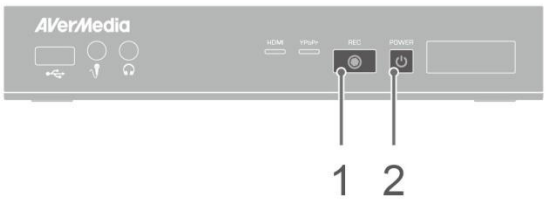
Capítulo 1. As Peças da Unidade

1.1 Painel frontal

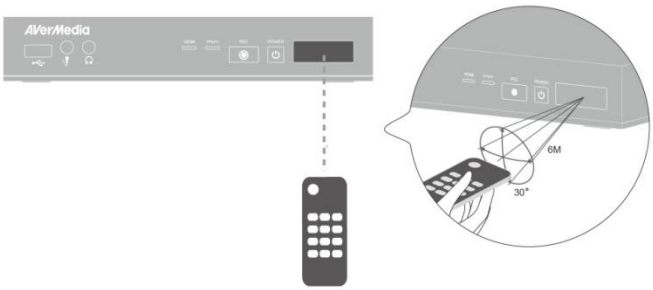
O painel de botão encontrado na frente da unidade fornece acesso rápido às funções comumente utilizadas.



N.º de Botões	Descrições
1	**Gravar** Pressione para iniciar / parar a gravação.
2	**Energia (Power)** Pressione para ligar a unidade Segure o botão durante 4 segundos para forçar o encerramento da Caixa de Captura

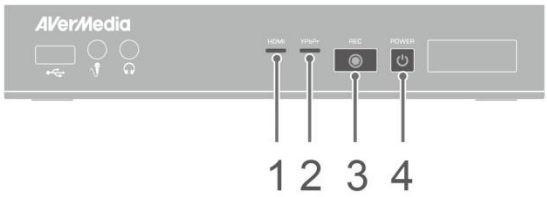
1.2 Sensor Infravermelho

Quando utilizando o controle remoto, mirar o sensor infravermelho (IR) localizado no painel frontal da unidade. O controle remoto deve ser mantido em um ângulo dentro de 30 graus perpendicular ao sensor IR para funcionar corretamente. A distância entre o controle remoto e o sensor não deve exceder 6 metros (20 pés).



1.3 Indicador LED

Os indicadores LED na frente da unidade exibem o status do dispositivo.



1 Indicador de LED de fonte HDMI	2 Indicador de LED de fonte YPbPr
3 Indicador de LED de status de gravação	4 Indicador de LED de status de energia

Condição	Fonte	Gravar	Energia (Power)
Ligado			Se ilumina em verde sólido
Pronto para gravar/tirar instantâneo	Verde sólido		Verde sólido
Gravando	Verde sólido	Respiratória	Verde sólido
Tirar um instantâneo	Pisca em vermelho uma vez	Pisca em vermelho uma vez	Pisca em vermelho uma vez
Impossível gravar/tirar instantâneo	Verde sólido		Pisca em verde continuamente
Nenhuma fonte			Pisca em verde continuamente
Fonte está disponível	Se ilumina em verde sólido		
Encerramento em andamento	Verde sólido		Pisca em verde continuamente
Passagem LIGADA Quando desligar	Laranja sólido		
Fazer uma pausa na gravação	Vermelho sólido	Vermelho sólido	Vermelho sólido
Finalização da gravação em andamento	Verde sólido	Pisca em vermelho continuamente	Verde sólido

Condição	Fonte	Gravar	Energia (Power)
Espaço de armazenamento está baixo	Verde sólido	Brilha em um ritmo lento	Verde sólido
Dispositivo não está pronto			Pisca em verde continuamente
Problemas como o armazenamento de dados/sem sinal/conteúdo protegido			Pisca em verde continuamente
Aceitando um comando do controle remoto			Pisca em verde uma vez

Pressione [F1] para obter status de indicador da luz de LED.

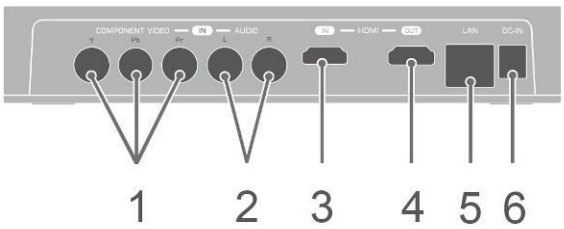
1.4 Portas de Conexão

1.4.1 Vista Frontal

1 Slot USB
2 Entrada do MIC
3 saída do fone de ouvido

- O slot USB é uma conexão de dispositivo de armazenamento HDD externo e assim como para atualização do firmware através do dispositivo de armazenamento.
- Hub USB não é suportado.
- Não haverá nenhuma função ou resposta ao conectar a Caixa de Captura ao computador via USB.

1.4.2 Vista Traseira



1	Entrada de vídeo componente	4	Saída HDMI
2	Entrada L/R de áudio	5	Porta LAN
3	Entrada HDMI	6	ENTRADA DC

Capítulo 2. O Controle Remoto

As descrições abaixo mostram a distribuição das teclas do controle remoto.

#	Botões	Descrições
1		Pressione para ligar a unidade/entrar em modo stand-by.
2		Pressione para acessar o menu principal. Pressione novamente para sair.
3		Pressione as teclas de navegação para se mover entre as opções. Pressione **OK** para confirmar uma seleção. Pressione **OK** para marcar/desmarcar segmento em pós-edição.
4		Pressione para reproduzir o último arquivo gravado ou ver a última imagem capturada.
5		Pressione para iniciar/parar a gravação.

6		Pressione para começar a reproduzir o arquivo selecionado. Pressione para reproduzir o arquivo em velocidade (1x) normal quando movimento lento, retroceder ou avançar rapidamente está ativo.
7		Pressione para parar a reprodução. Pressione para parar a gravação.
8		Pressione para retroceder (2x, 4x, 8x, 16x, 32x).
9		Para retornar à página anterior.
10		Pressione para exibir a tela de ajuste de qualidade de vídeo/instantâneo. Pressione novamente para sair.
11		(Siga as instruções na tela)
12		(Siga as instruções na tela)
13		(Siga as instruções na tela)
14		Pressione para alternar entre fontes Componente e HDMI.
15		Pressione para exibir a informação na tela, incluindo o modo, fonte e fontes de áudio.
16		Pressione para sair da página atual e retornar à página anterior.
17		Pressione para tirar uma foto durante o jogo ou reprodução de vídeo.
18		Pressione para pausar a reprodução. Pressione **OK** ou para retomar a reprodução. Pressione para pausar na gravação.
19		Pressione para reproduzir o vídeo em câmera lenta (1/2x). Pressione novamente para entrar modo quadro a quadro (Ver p.27 para detalhes).
20		Pressione para avançar (2x, 4x, 8x, 16x, 32x).
21		Pressione para ir à próxima página.
22		Pressione para apagar os arquivos selecionados.
23		Pressione para exibir as informações do disco. Pressione novamente para ocultar.

Capítulo 3. assistente de configuração

Quando for a primeira vez que você ligar a unidade placa de captura, aparecerá o assistente de configuração. Os passos a seguir irão guiá-lo através do processo de configuração inicial.

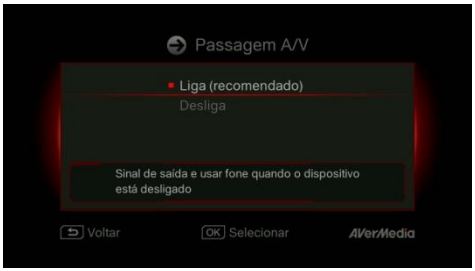
- Certifique-se de instalar um disco rígido (interno ou externo) e para se conectar à internet com antecedência.
- Para a inicialização pela primeira vez, um curto período de tela preta (aproximadamente 20 segundos) é seguido pelo logotipo da AVerMedia. A luz de status verde piscando indica que a GAME CAPTURE HD II está iniciando. Por favor, aguarde até que a tela de boas vindas aparece.

Passo 1
Configurando o Idioma

Quando a página de boas-vindas abrir, use ▲ / ▼ para selecionar o idioma preferido. Pressione OK para confirmar.

Passo 2
A/V Pass Thru.

Sugere-se que o A / V Pass Thru esteja ligado.



Passo 3 (1)

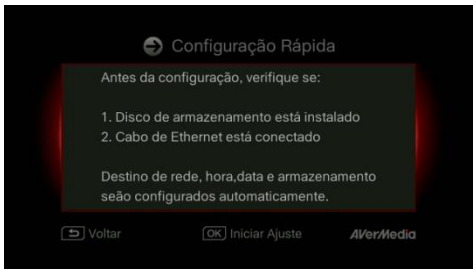
Lembre - se

Certifique-se de um disco rígido formatado com NTFS está ligado ou instalado no aparelho. (Para mais detalhes, consulte o Capítulo 4.2)

Verifique a conexão de rede.

Pressione OK para iniciar a instalação.

Um roteador que suporta a rede IP DHCP é recomendado. Além disso, consulte Ch. 6.2 para a configuração da conexão Manual.



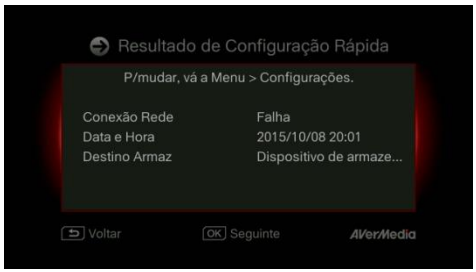
Passo 3 (2)

Falha de conexão de rede

Se você não tiver conectado a uma rede válida, a uma curta resultado da conexão de rede não serão mostrados.

Pressione OK para continuar.

Pressione para voltar à página anterior.

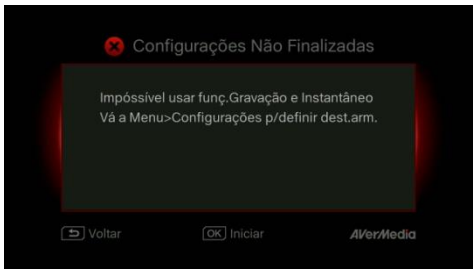


Passo 4

Nenhum disco rígido conectado

Se você ainda não tiver instalado qualquer dispositivo de armazenamento, instale-o antes de continuar o processo de configuração.

Em seguida, pressione para ir para a tela anterior e pressione OK para executar o processo de verificação de disco.

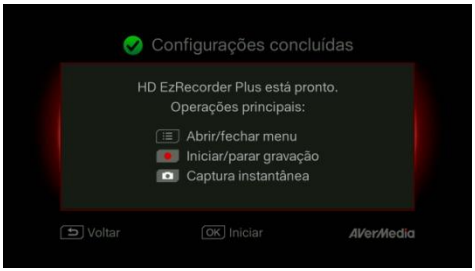


Passo 4 (2)

Finalizando a configuração

Uma vez que um disco rígido formatado com NTFS estiver conectado, um aviso Configurações completa será mostrada.

Você pode começar a gravar e tirar foto imediatamente. Pressione OK para sair do assistente e começar a usar a placa de captura. A tela do jogo, então aparece.



Capítulo 4. Operações Básicas

Este capítulo orienta você para gravar jogos, captura de imagens, adicionar comentário de voz para vídeos e reproduzir instantaneamente os arquivos.

- Todos os arquivos gravados ou instantâneos serão salvos no disco rígido padrão de destino automaticamente. Consulte o Capítulo 6 para detalhes.

4.1 Gravar e Capturar

A Caixa de Captura permite gravar, capturar e adicionar comentário de voz aos vídeos. As instruções são dadas a seguir.

A Caixa de Captura apresenta jogos em tempo real e modo padrão. Você pode alterar o modo padrão tempo real para modo padrão. Vá ao Menu> Configurações> Modo de Exibição. (Consulte a Seção 6.2 para detalhes.)

Menu OSD	Descrições
	Gravação de Instantâneo Durante o Jogo Pressione para ativar a gravação instantânea. Pressione novamente ou STOP para parar a gravação.
	Faça uma pausa e reinicie a gravação Você pode ignorar gravações indesejadas e reiniciar a gravação. Apenas as gravações que você registrou serão salvas e os clipes ignorados serão eliminados automaticamente. Pressione para dar pausa na gravação. Pressione ou para continuar a gravação.

Instantâneo Rápido Durante o Jogo

Pressione para capturar a imagem atual.

Pressione para ativar modo de captura contínua. A Caixa de Captura vai tirar 5 instantâneos de uma vez.

Reprodução Instantânea

Pressione RECALL para reproduzir o último arquivo gravado ou ver a última imagem capturada.

Pressione STOP para parar a reprodução.

Pressione ►para avançar 30 segundos.

Pressione ◄ para retroceder 10 segundos.

Captura de Imagem Durante a Reprodução de Vídeo

Caminho 1:

Pressione para capturar a imagem atual.

Caminho 2:

Etapa 1:

Pressione SLOW para reproduzir o vídeo em câmera lenta (1/2x). Pressione SLOW novamente para ver o vídeo quadro a quadro.

ou

Pressione para dar pausa na reprodução. Pressione PAGE- para ir para o quadro anterior, pressione PAGE+ para ir para o próximo quadro.

Etapa 2:

Pressione para capturar a imagem desejada.

Informações do Disco

Pressione DISC INFO e pressione **OK** para exibir as informações do disco. Pressione novamente para ocultar.

4.2 Adicionando Comentário

Esta seção mostra a você como comentário de voz é adicionado à sua gravação de vídeo.

Requisitos para fone de ouvido/microfone.

Fone de ouvido
Conector: entrada 3,5mm

Microfone
Resposta de Frequência: 20-16kHz
Impedância: 2,0 KΩ
Tensão de Trabalho: 3V
Conector: entrada 3,5mm

Menu OSD	Descrições

Microphone On
1. Mix game sound and commentary.
2. Auto switch to the real-time display mode.
3. Remove the mic to turn it off.
OK 音量調整
F1 Usage Scenarios
AVerMedia

Microfone ligado (Mircophone On)

Um OSD será mostrado se você microfone conectado à Caixa de Captura. O seu comentário só será registrado quando você pressionar ●.

Pressione ● para gravar o jogo com comentários.

Pressione ● ou STOP ■ para parar a gravação.

- Se o fone de ouvido ou microfone estiver conectado durante o Assistente de Configuração, o som só pode ser ouvido no fone de ouvido e instruções sobre comentário de voz não serão exibidas. Portanto, ligue o fone de ouvido ou microfone depois que você concluir o Assistente de Configuração para seguir as instruções para fone de ouvido/microfone.
- Todos os comentário adicionados será misturados com o som do jogo. Além disso, contanto que o fone de ouvido esteja conectado ao dispositivo, todos os seus comentários e sons de fundo serão gravados. Portanto, não se esqueça de parar a gravação e retirar o fone de ouvido quando o comentário é necessário.
- Se o microfone estiver desconectado/conectado à Caixa de Captura durante a gravação, o som também será gravado. Para certificar-se, evite desconectar o microfone durante processo de gravação.
- O volume que você ouve no teste de comentário pode ser ligeiramente diferente da gravação real. É recomendável que você execute um teste antes para estar familiarizado com o volume de gravação.
- É normal ouvir sua própria voz em uma gravação com fonte de entrada HDMI.
- Nenhum OSD será mostrado se você conectar apelas o fone de ouvido à Caixa de Captura.

Capítulo 5. Menu OSD

Sob o menu, você pode verificar e gerenciar seus arquivos e capturas instantâneas gravados, e personalizar suas preferências.

1	Tempo Restante para Gravação	3	Conexão de Rede
2	Conectando ao GameMate	4	Hora Atual

Menu OSD	Descrições
	Operações Básicas Pressione MENU para abrir o menu principal. Pressione MENU ou BACK para voltar à tela de jogo. Use ▲/▼ para fazer uma seleção no menu e **OK** para entrar em um submenu. No submenu, use ▲/▼ para fazer a seleção e **OK** para confirmar. Pressione BACK para retornar à página anterior.

	Pressione **F1** para remover com segurança o dispositivo de armazenamento. * O canto superior esquerdo mostra o seu dispositivo de armazenamento padrão atual e gravação restante disponível

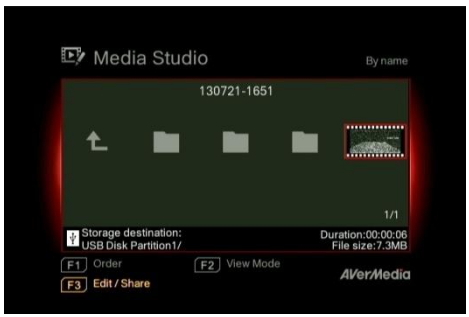
5.1 Gravações e Capturas (Media Studio)

Você pode verificar gravações e instantâneos capturados pela Caixa de Captura no “Gravações e Capturas (Media Studio)”.

Formato de Captura:

Vídeo	MP4 (Codec: formato H.264 com áudio AAC)
Imagem	JPEG

- É recomendável que você veja apenas os vídeos e instantâneos que são registrados pela Caixa de Captura. Tentar abrir arquivos tirados de outros equipamentos (como uma câmara) na Caixa de Captura muito provável falhará.

Menu OSD	Descrições
	**Navegação** Use as teclas de navegação ◄/►/▲/▼ para selecionar dentre itens. Pressione **F1** para classificar os arquivos por nome do arquivo, tamanho do arquivo ou formato do arquivo. Pressione **F2** para alternar entre modo de lista e modo de miniaturas. Pressione **F3** para renomear, editar, compartilhar o arquivo realçado. Pressione PAGE+ para ir à próxima página. Pressione PAGE- para retornar à página anterior. Pressione MENU para acessar diretamente o menu principal.

Reprodução de Vídeo

Pressione ▶ ou **OK** para começar a reproduzir o vídeo selecionado.

Pressione ⏸ ou **OK** para dar pausa da reprodução. Pressione ▶ ou **OK** para resumir a reprodução.

Pressione SLOW para reproduzir o vídeo em câmera lenta (1/2x).

Pressione REW para retroceder em velocidade de 2x, 4x, 8x, 16x, 32x.

Pressione FF para avançar rapidamente em velocidade de 2x, 4x, 8x, 16x, 32x.

Pressione ▶ para reproduzir o arquivo em velocidade (1x) normal quando movimento lento, retroceder ou avançar rapidamente está ativo.

Pressione STOP para parar a reprodução.

Pressione INFO para exibir as informações de reprodução incluindo disco de armazenamento, resolução de gravação, duração, tempo decorrido e remanescente e nome do arquivo.

* Apenas arquivos de vídeo capturado pela Caixa de Captura são suportados.

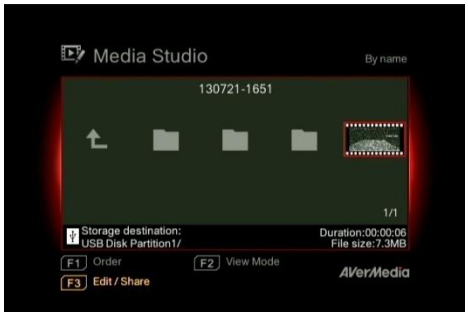
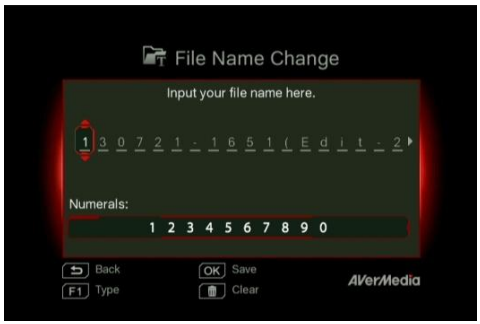
Visualização de Capturas Instantâneas

Pressione ▶ ou **OK** para visualizar a imagem selecionada. Pressione STOP ou BACK para retornar.

* Apenas arquivos de imagem capturado pela Caixa de Captura são suportados.

5.1.1 Pós- Editar os vídeos gravados na Caixa de Captura

Esta seção mostra como cortar, recombinar e compartilhar vídeos no YouTube gravados pela Caixa de Captura

Menu OSD	Descrições
	**Selecione um Vídeo** Selecione o arquivo que você gostaria de editar, utilizando as teclas de navegação ◄/►/▲/▼.
	Editar/Compartilhar (Edit/ Share) Pressione **F3** para editar ou compartilhar o arquivo de vídeo.
	**Alteração de Nome do Arquivo** Introduza o seu nome do arquivo, utilizando as teclas de navegação ▲/▼ para selecionar caracteres, números ou símbolos. Use as teclas de navegações ◄/► para ir para o próximo e último caractere. Pressione **F1** para alternar entre os caracteres, números e símbolos. Pressione BACK para voltar para cancelar a mudança que você fez. Pressione **OK** para salvar o arquivo editado. Pressione DELETE para limpar tudo.

Como Editar (How to Edit)

Uma instrução sobre como editar um vídeo será exibida, pressione **OK** para iniciar a edição.

Modo de Edição

Você pode cortar e recombinar seu vídeo selecionado no Modo de Edição.

Para cortar o vídeo, você terá de criar um ou mais segmentos dentro do vídeo.

Etapa 1:

Para localizar uma determinada cena, use as teclas de direção ou ▶ para pesquisar a cena.

Você também pode usar as teclas de navegação ▲/▼ para busca de cena específica, hora, minuto e segundo do lado esquerdo da tela.

Pressione **OK** para marcar ou desmarcar a cena.

Etapa 2:

Repita o **Passo 1**, de modo a criar um segmento.

Pressione **OK** para manter ou excluir o segmento.

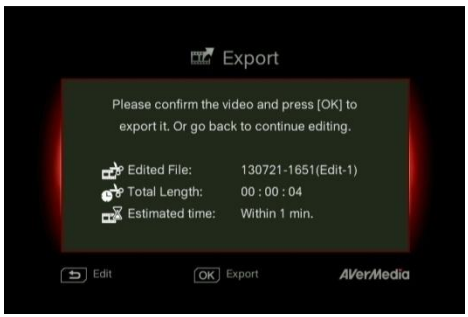
Pressione **F1** para alternar entre **Pesquisar Cena** e **pesquisa de Segmento**.

Pressione **F2** para apagar todas as marcas que você fez no vídeo.

Pressione **F3** para exportar o vídeo.

Visualização

A Caixa de Captura automaticamente reúne os segmentos que você escolher para manter durante a edição.


Export
Please confirm the video and press [OK] to export it. Or go back to continue editing.
Edited File: 130721-1651(Edit-1)
Total Length: 00 : 00 : 04
Estimated time: Within 1 min.
Edit
OK Export
AVerMedia

Exportar (Export)

O tempo estimado varia por diferentes discos de armazenamento. Consulte o tempo de exportação para o uso efetivo do seu disco de armazenamento.

Pressione **OK** para exportar o vídeo.

Pressione BACK para continuar a edição.

Menu OSD	Descrições
	Exportando... (Exporting...) A barra no meio mostra a evolução da exportação do vídeo e o tempo estimado. Clique em para cancelar a exportação. Clique em F1 para ocultar a exportação das informações.

Sair (Exit)

Pressione **OK** para sair do modo de edição.

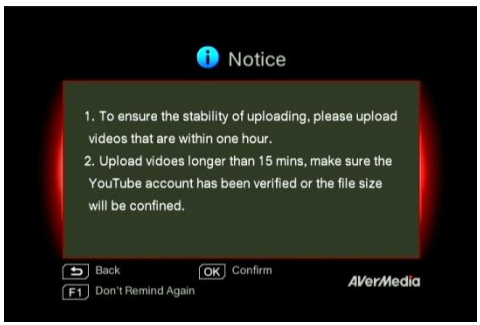
Pressione BACK para sair.

Pressione F1 para continuar a edição.

Menu OSD	Descrições

Compartilhar vídeos no YouTube

Use ▲/▼ para selecionar a tarefa que você gostaria de executar. Selecione 'Compartilhar no YouTube (Share on youtube)' para compartilhar os seus vídeos.


Notice
1. To ensure the stability of uploading, please upload videos that are within one hour.
2. Upload vidoes longer than 15 mins, make sure the YouTube account has been verified or the file size will be confined.
Back
OK Confirm
F1 Don't Remind Again
AVerMedia

Compartilhar no YouTube (Share on Youtube)

Antes que você compartilhe os vídeos gravados no YouTube, certifique-se de que você:

1. Construiu uma conta no YouTube e também um canal pessoal.
2. Tem o seu PC/ NB junto a você se você ativar a verificação de duas etapas de sua conta no YouTube.

Para garantir a estabilidade do carregamento, carregue vídeos têm até uma hora.

Certifique-se de que a conta do YouTube é verificada para carregar vídeos com mais de 15 minutos.

Pressione BACK para continuar a edição.

Pressione **OK** para continuar carregando.

Pressione F1 para pular este lembrete posteriormente.

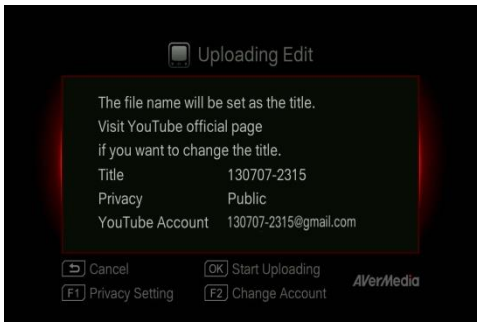
Configuração de Conta

Use ▲/▼ para selecionar a tarefa que você gostaria de executar.

Pressione BACK para voltar ao nível anterior.

Pressione **OK** para editar seu email ou senha.

Pressione **F1** para salvar as alterações que você fez.



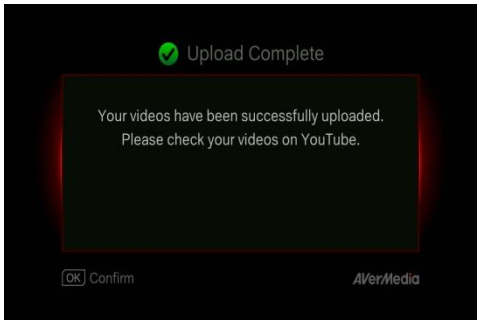
Editar Antes de Carregar

Pressione para retornar à última página.

Pressione **OK** para começar o carregamento.

Pressione **F1** para definir a privacidade.

Pressione **F2** para alterar a conta.



Carregamento Concluído

Você carregou o vídeo com êxito.

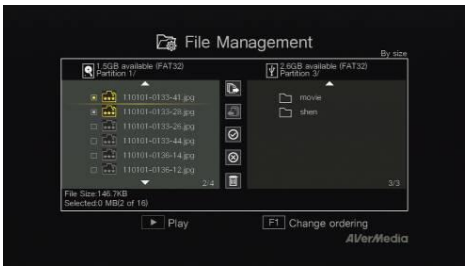
Você pode editar o título do vídeo no YouTube.

Pressione **OK** para confirmar.

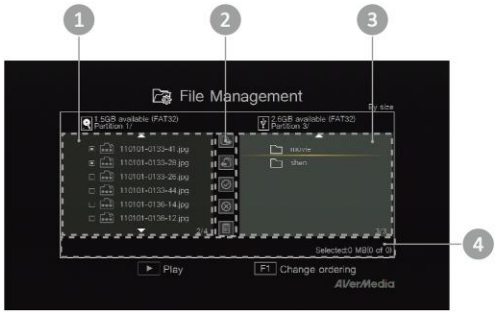
- O comprimento recomendado para cada vídeo deve ser inferior a 1 hora.
- A Caixa de Captura é feita para gravação e captura de conteúdo multimídia que são legalmente de propriedade ou licenciados pelo usuário apenas. Carregar vídeos que são protegidos por direitos autorais e outras leis não é permitido. O YouTube pode encerrar a conta para proteção de direitos autorais.
- A verificação da conta no YouTube é necessária quando você carregar o vídeo que tem mais de 15 minutos. Consulte o website do YouTube para detalhes adicionais.
- Ocasionalmente, leva de dois a três dias para os vídeos serem exibidos no YouTube. Por favor, aguarde alguns dias, se você não conseguir ver os vídeos online.

5.2 Gestão de Arquivo (File Management)

"Gestão de Arquivo (File Management)" te permite gerenciar vídeos e insantâneos capturados pela Caixa de Captura. Você pode copiar arquivos entre o disco rígido interno e o dispositivo de armazenamento USB externo, e excluir arquivos indesejados. Antes de entrar neste submenu, insira o seu primeiro dispositivo de armazenamento (USB 2.0 / dispositivo de armazenamento 3.0 / HDD 2,5 " no formato NTFS).

Menu OSD	Descrições
	**Selecione a Partição** Use as teclas de navegação ◄/►/▲/▼ para selecionar a partição. Pressione ▶ para reproduzir o vídeo. Pressione **F1** para alterar a ordenação dos arquivos.

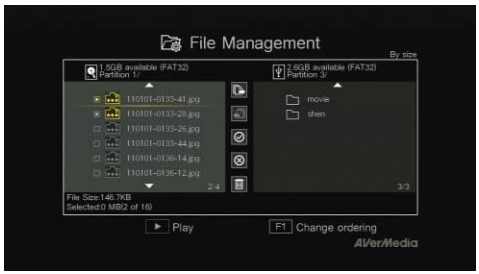
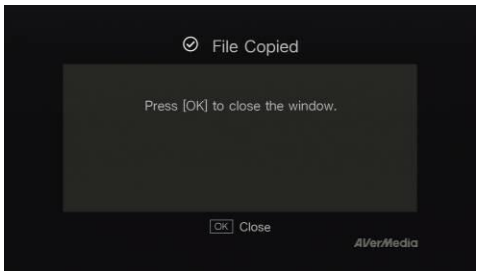
Interface do Usuário de Gerenciamento de Arquivo:

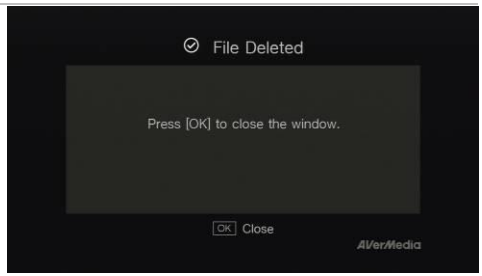


1	Uma lista exibindo os arquivos localizados no **disco rígido interno**
2	Um conjunto de ferramentas de edição
3	Uma lista exibindo os arquivos localizados no **disco USB**
4	Área de exibição de informações

Descrições das Ferramentas de Edição:

N.º de Botões		Descrições
1		Copiar arquivos ao disco USB
2		Copiar arquivos ao disco rígido interno
3		Selecionar tudo
4		Desselecionar tudo
5		Excluir

Menu OSD	Descrições
	**Copiando Arquivos do HDD Interno ao Disco USB** Etapa 1: Na lista do lado esquerdo, use ▲/▼ para destacar o arquivo que você deseja copiar para o disco USB. Pressione **OK** para selecionar / desselecionar um item. Selecione e pressione **OK** para selecionar todos os arquivos. Selecione e pressione **OK** para desselecionar todos os arquivos.
	Etapa 2: Selecione e pressione **OK** para copiar arquivo(s) selecionado ao disco USB. Pressione BACK para cancelar a cópia de arquivos em progresso. Etapa 3: Pressione **OK**. **Copiar arquivos do disco USB para disco rígido interno funciona no sentido inverso, como acima mencionado.** * Se o arquivo for razoavelmente grande, pressione F1 para ocultar o status de cópia ou exclusão.
	Excluindo Arquivos Etapa 1: Use ▲/▼ para destacar o arquivo(s) que você deseja excluir. Pressione **OK** para selecionar / desselecionar um item. Selecione e pressione **OK** para selecionar todos os arquivos. Selecione e pressione **OK** para desselecionar todos os arquivos.



Etapa 2:

Selecione e pressione **OK** para remover o arquivo da lista.

ou

Pressione no controle remoto e então pressione **OK** para remover o arquivo da lista.

Pressione BACK para cancelar a exclusão dos arquivos em progresso.

Etapa 3:

Pressione **OK**.

Remoção do Dispositivo de Armazenamento USB

Para evitar perda de dados, é altamente recomendável remover com segurança seu dispositivo de armazenamento externo. Siga as etapas abaixo:

Etapa 1:

Pressione DISK INFO no controle remoto.

Etapa 2:

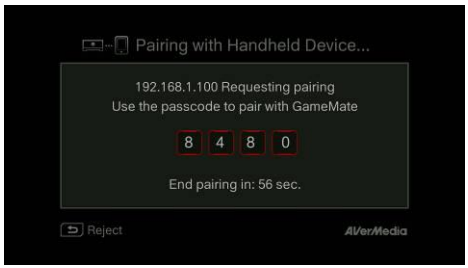
Pressione **F2** para removê-lo.

Capítulo 6. Emparelhamento da Caixa de Captura e GameMate by AVerMedia

GameMate by AVerMedia é o aplicatico dedicado a smart phones. Ele permite que você use seu smart phone como controle remoto. Você está apenas a alguns passos do emparelhamento da Caixa de Captura com GameMate.

Faça o download do GameMate by AVerMedia no app store primeiro.

Para emparelhar com sucesso, certifique-se de que a Caixa de Captura e o GameMate compartilham a mesma rede. Para fazer isso, você vai precisar também de um ponto de acesso sem fio para o GameMate. Certifique-se de que a LAN está bem-conectada e você está pronto para esmparelhar!

OSD	Descrições
	É recomendável que a Caixa de Captura e o GameMate compartilhem um ponto de acesso sem fio. Depois de fazer o download do GameMate; toque no GameMate no seu smartphone. Você vai ver que o GameMate está pesquisando o dispositivo disponível.
	Um conjunto de número de emparelhamento será mostrado na tela da TV.

Toque para inserir o número de emparelhamento de quatro dígitos corretamente.

Você vai ver o GameMate como mostrado ao lado esquerdo quando emparelhado com sucesso até com a Caixa de Captura.

Você também pode verificar a conexão do GameMate no Menu. Você vai ver o sinal no nível superior do Menu.

- Se a conexão for perdida, por favor reinicie o AP sem fio ou a Caixa de Captura e tente novamente.